

MINIATURES ISSUE

DDW DW RPG

DIARY OF THE DOCTOR WHO

ROLE-PLAYING GAMES

The fanzine devoted to Doctor Who Gaming

ISSUE # 13



**"THE LIFE FORM" ADVENTURE MODULE - "CANDLE IN THE WINDOW" ADVENTURE MODULE
ALIENS: COLONIAL MARINES MEET THE DOCTOR
NEW MINIATURES AVAILABLE - GAMING AT THE RENAISSANCE FAIRE**

and MORE...

**CONTAINS COMPLETE
ALIENS: COLONIAL MARINES
GAME**

EDITOR'S NOTES

Hi there,

This is the DDWRPG miniatures issue. After our article on miniatures in issue # 11 (Pages 48-51), we got a number of excellent responses from readers such as Mark Anthony Quested who gave us information on additional companies that have made miniatures that could be suitable for *Doctor Who* gaming. After tracking some of these great companies down, we decided to feature miniatures more prominently and do a special issue on them. We've loaded up this issue with tons of miniature related items for you. Unfortunately because of the size of this issue we are not able to bring the article on "Recasting Techniques" that we hoped to include. But there are enough special offerings here, we are sure you will forgive us.

So what makes this issue special? Well, for one thing, this is a double length issue! Yes, over 108 pages for your enjoyment! Why so long? Because we are including a full miniatures game for you in this issue. *Aliens: Colonial Marines* was a miniature game invented by yours truly based on the film *Aliens* that was run at GenCon for many years and proved very popular. We include the full game for you here in this issue as well as a special *Doctor Who* expansion to use the Doctor in the game!

Also included here are special *Doctor Who* paper miniatures made exclusively for this issue by Combom. A great way for players to get started using miniatures in their RPG games. We also take a look at where one can get *Doctor Who* miniatures for use in your own games. Of course there are other articles on miniatures, as well as tips and modules for you to use in your own *Doctor Who* role-playing games.

We hope you enjoy this issue and find something for you to use with your own players. Do you have something you want to make a part of our fanzine? E-mail it to seidler@msoe.edu.

Cheers,

-Nick Seidler



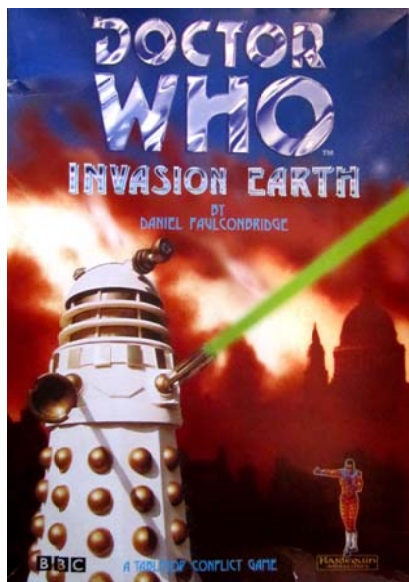
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Special Thanks to: Graeme and Karl at Crooked Dice, Paul and the team at Black Tree Design, Andy and Craig at Heresy Miniatures, for all their help and updates on *Doctor Who* related miniatures; Stan Miller for the little Doctor photo at the Ren Faire; Cheers to the MAGE club for help with play testing the *Aliens: Colonial Marines* game with the new *Doctor Who* elements; A big shout out to Combom for the great paper miniatures; and also thanks to those that provided photos of painted miniatures for us for this issue to include Neil Riebe, Mark, and Stan Johansen.

DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES - A DOCTOR WHO FANZINE is published by the Earthbound TimeLords © 2011. Issue #13 published 04 November 2011. The fanzine is published for the purpose of review and enhancement of the Doctor Who television program and its related Doctor Who role-playing games and is FREE. 'Doctor Who' and related photos are copyright to the BBC, and no infringement of their (or anyone else's) copyrights is intended. Articles are copyright of their respective authors. Support the BBC and the program. Contact the Earthbound TimeLords at seidler@msoe.edu. Print Run is Electronic.

This issue of the fanzine is dedicated to Gene and Greg Salaeker, who have been supportive of our efforts with our ALIENS: Colonial Marines game from GenCon 1994 and onwards. They are the supporters who helped us realize the game in 1/6 ("G.I. Joe") Scale! Cheers to you both—you are the best! And Big K it's nice to be your friend again.



RETRO REVIEW: DOCTOR WHO—INVASION EARTH

■■■■ of ■■■■■■

TABLETOP MINIATURES WAR GAME (1998)

Released by Harlequin Miniatures

Written by Daniel Faulconbridge

ORIGINAL PRICE approx. \$50 (£30)

Product # HMP0101

Doctor Who is a brand not too often associated with war games. Because of the Doctor's credo of trying to avoid violence and only using it as a last resort, most of the adventures we see televised as we follow the Doctor do not concentrate on the combat or action, but rather on a clever solution to bring it to an end. And this is how the program should be — focused on a clever solution to end the bloodshed. But even the Doctor needs to use violence once in a while, and how many conflicts that are reported in the series never feature the intervention of the Doctor? This is

where the game *Doctor Who—Invasion Earth* finds its niche. It is a table top miniature war game that allows players to recreate or play battle scenarios within the *Doctor Who* universe. Games may or may not feature the Doctor and his companions, and pit a group of villains against a group of heroes. Scenarios vary with their victory conditions, so many different variations on the game are possible.

The original box set of the game came with the following contents: The 36 page black and white rulebook, six color cardstock building templates (that included counters and blast templates), ten pewter miniatures (6 UNIT troopers, 4 Daleks), and a set of dice. Overall one gets a fair amount of materials in the game box and everything one needs (minus glue, primer, and paint for the figures) to get one started with the game. Still, the overall price for this game was a bit higher than most first time gamers were willing to spend.

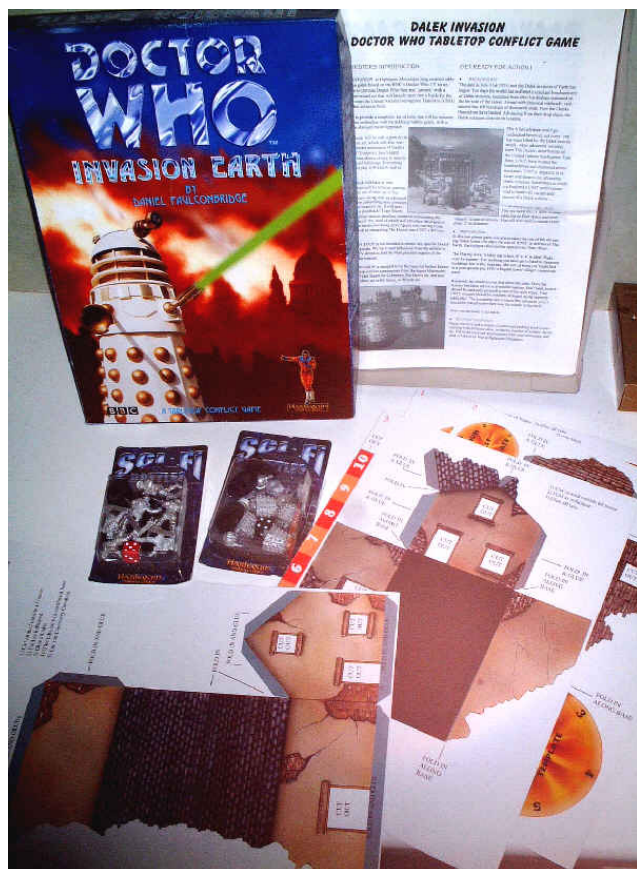
The game itself is a fairly straight forward wargame, presenting rules on runs, movement, cover, combat, terrain and effects, as well as special rules for the Doctor and his companions and other special rules for certain miniature models such as the Daleks. The stats for the models in the box set are included as well as stats for some

of the other characters that were not included such as the Ace and the UNIT heavy weapons team. There are some inconsistent rules that do not quite accurately match *Doctor Who*, such as one of the Doctor's pieces of equipment being a tissue compression eliminator. While the Doctor could use such a weapon, clearing this is the realm of his arch-enemy the Master.

The game itself uses a 6-sided die system and stats for the models. Perhaps the best explanation of the game itself is included in the rules when they read "Your ability to win a battle depends partly on the roll of the dice. Your aim is to 'tip' the balance of the dice score in your favor by using cunning strategy and daring tactics." The game uses templates for fire arcs and explosions and uses rules for measuring distances for movement (rather than a battle mat with a hex grid). Armies are formed by point values assigned to models to balance the sides. The game itself is a bit clunky, but still effective. Saving throws for characters sometimes prevent the elimination of a character when they should surely be dead. The game works well enough for most players.

The *Doctor Who—Invasion Earth* game is still available for purchase from Black Tree Design and can also be found on Ebay and through a few other *Doctor Who* specialty stores. Overall, it is a worthy effort and the first foray of *Doctor Who* into wargaming was enough of a success that we would recommend picking it up.

3 out of 5 TARDISes.



CONTENTS OF GAME BOX

DOCTOR WHO—INVASION EARTH RESOURCES

The *Doctor Who—Invasion Earth* miniature wargame was supported in various ways by its manufacturer. Primarily, the game was supported with the release of a significant amount of miniatures to be used as playing pieces. A checklist of these can be found on pages 5 to 9 of this issue of *DDWRPG*. The range of miniatures made for the game was very comprehensive. Many of these miniatures are still available for order from Black Tree Design who purchased the stock. Check for this online at:

<http://www.blacktreedesign.com/uk/product.php?productid=24110&cat=2299&page=1>




It should be noted that Harlequin released two miniatures that were exclusives and could only be collected if one gathered together 40 of the “collectors tokens” (pictured left) that were included on the cardstock backboards of the blister packs of figures and then sent in to get the exclusive figures. The two figures that were offered as an exclusive was the Pertwee era Master (figure numbered DW311) and the Second Doctor II wearing a stovepipe hat and reading his 500 year diary (figure numbered DW222). These exclusive miniatures are now available for standard order from Black Tree Design who have the overstock figures they bought from Harlequin before the original company went out of business.

While the offerings of figures was quite extensive, stats for many of the miniatures were not included with them which was a real shame. Ultimately, one would buy figures for use in the game, but then there was no support to tell you how strong or weak to make a figure for the wargame that you were supposed to use them for. The large box sets of figures that Harlequin released did include statistics that could be used for the game but this of course meant buying the larger more expensive sets to get the info. Harlequin did not release stats for most of the figures, and even finding many of the stats that were released can now be hard. Fortunately there is an excellent website that provides the stats that were released for the game in one place, as well as a forum in which one can talk about aspects of the game. Visit the site at:

<http://www.doctorwhoinvasioneearth.com/>

Besides that website there can also be found some support for the game on-line at the Boardgame Geek website. Statistics, as well as images and scenarios are provided. These can be found at:

<http://boardgamegeek.com/boardgame/14498/doctor-who-invasion-earth>

Utilizing these resources will help in getting the most that one can out of the *Doctor Who — Invasion Earth* game. As with all miniatures getting the most support items together to enhance the game will improve the experience. Never be afraid to use other miniatures, or adapt rules as necessary, to create the best experience possible. 



THESE FASA MINIATURES CAN ALSO BE USED FOR THE *DOCTOR WHO—INVASION EARTH* GAME

HARLEQUIN MINIATURES CHECKLIST

Both a strength and a weakness of the 28mm unpainted Harlequin Miniatures line of figures that were produced in 1997 to 2000 was how broad the range was. Over 250 different figures were produced for the line!

On the upside, for example, this meant that one could get Cybermen from any era of *Doctor Who* (a Mk1 “Tenth Planet” Cyberman, a “Tomb of the Cybermen” Cyberman, an “Invasion” Cyberman, an “Invasion” Cyberman firing Gun; a “Moonbase” Cyber-Cannon Team, a “Tomb of the Cybermen” Cybercontroller, an “Earthshock” Cyber-leader, an “Earthshock” Cyberman, and “Earthshock” Cyberman Firing, as well as a Cybermen box set (featuring “Invasion” Cybermen in 4 different poses). A perfect range of figures to create a varied Cyber-army from whatever era one wanted and in various different poses! Daleks and other monsters had various figures as well.

On the downside, this meant that collectors who wanted a full range of figs were buying figures of Abraham Lincoln (who only featured for a brief moment on screen in “The Chase” viewed on the time space visualizer), or gunrunner Rhom Dutt (who is killed in the third episode of “The Power of Kroll”), or figures of Remus and Romulus (the twins from “The Twin Dilemma” which provide no useful purpose in a war game). In essence, figures were made that were unneeded or useless for the game itself and were characters that only featured briefly, or were only important to the narrative, in one story. Likewise, figures were made, such as the Cowboy or the Pirate, that players could have reappropriated from any standard miniature manufacturer.

Still, Harlequin produced perhaps the most extensive and useful line of *Doctor Who* miniatures, and most of the pewter figurines were well sculpted and detailed. We provide for our readers here a full list of the figures that Harlequin released. Gaps between numbers are provided only for reference (no figs were made to fill the gaps).

DW001 - Blown Up Dalek (*later re-labeled DW550*)

DW101 - The 1st Doctor

DW102 - Zarbi

DW103 - Menoptra

DW104 - Venom Grub

DW105 - Chumblie

DW106 - Ian Chesterton

DW107 - Barbera Wright

DW108 - Susan

DW109 - The Toymaker

DW110 - Steven Taylor

DW111 - Dodo Chaplet

DW112 - Monoid

DW113 - Captured Menoptra

DW114 - Sensorite

DW115 - Tlotoxl

DW116 - Sara Kingdom

DW117 - MK1 Cyberman

DW118 - Alydon the Thal

DW119 - Doc Holiday

DW120 - Mechanoid

DW121 - Voord Warrior

DW122 - Nero

DW123 - Caveman

DW124 - Optra Attacking

DW125 - Voord Leader

DW126 - Frankenstein’s Monster

DW127 - Roboman

DW128 - Slyther

DW129 - Roboman Guard

DW130 - Dortmund

DW131 - Sand Beast

DW132 - Koquillion

DW133 - Optera

DW134 - Sensorite Attacking

DW138 - Monoid II

DW139 - Aridian

DW140 - Cowboy

DW141 - Rill

DW142 - Drahvin

DW143 - Pirate

DW144 - Napoleon

DW145 - Mire Beast

DW146 - Abraham Lincoln

DW147 - Count Dracula

DW151 - Ben

DW152 - Polly

DW155 - Vicki

DW199 - 1st Doctor II

DW201 - The 2nd Doctor

DW202 - Zoe

DW203 - Jamie

DW204 - Yeti

DW205 - Ice Warrior

DW206 - Invasion Cyberman



DW101



DW103



DW109



DW114



DW141



DW201

Individual miniatures painted by Mark at:
<http://www.artwho9figurepainting.co.uk/harlequin%20dr%20who%20gallery.htm>



DW207



DW209

DW207 - Tomb Cyberman
DW208 - Invasion Cyberman Firing Gun

DW209 - Yeti Advancing

DW210 - Dominator

DW211 - Quark

DW212 - Kroton

DW213 - Emperor Dalek

DW214 - Kroton Armed

DW215 - Clockwork Soldier

DW216 - Cyber-Cannon Team

DW217 - Cyber-Controller

DW218 - Servo Robot

DW219 - Victoria

DW220 - The Karkus

DW221 - White Robot

DW222 - The 2nd Doctor II (*exclusive mail-in only collector fig— requiring collection of 40 proof-of-purchase tokens*)

DW223 - Ice Warrior Attacking

DW224 - Algeron Finch

DW326 - Lord Izlyr

DW327 - Azal the Daemon

DW328 - Alpha Centauri

DW329 - Aggedor

DW330 - Omega 1st

DW331 - Terror Auton with Flowers

DW332 - Ambassador

DW333 - King Peladon

DW336 - Gell Guard

DW345 - Exxilon

DW346 - Exxilon Archer

DW347 - Gell Guard II

DW399 - 3rd Doctor II

DW401 - The 4th Doctor

DW402 - Romana

DW403 - 1975 UNIT Soldier

DW404 - 1975 UNIT Soldier with Grenade

DW405 - Zygon

DW406 - Davros

DW407 - K-9

DW408 - Marcus Scarman

DW409 - Namin

DW410 - Robot Mummy

DW411 - Robot

DW412 - Sutekh on Throne

DW413 - Weng-Chiang

DW414 - Mr. Sin

DW415 - Victorian Policeman

DW416 - Leela

DW417 - Robot of Death

DW418 - Lih'sen Chang

DW419 - Suicide Dalek

DW420 - Professor Kettlewell

DW421 - Commander Andred

DW422 - Harry

DW423 - UNIT Troop with SMG

DW424 - Zygon Advancing

DW425 - Scaroth of the Jageroth

DW426 - Morbius Monster

DW427 - Mandrel

DW428 - Nimon

DW429 - Vogon Leader

DW430 - The President of Gallifrey

DW431 - Decaying Master

DW432 - Mandrel Attacking

DW433 - Kellman

DW434 - Vogon Warrior



DW219



DW223



DW301



DW303

DW301 - The 3rd Doctor

DW302 - Sea Devil

DW303 - Dalek

DW304 - Linx the Sontaran

DW305 - Engineer Dalek

DW306 - Sarah Jane

DW307 - Jo Grant

DW308 - Silurian

DW309 - Axon Humanoid

DW310 - Axon Monster

DW311 - The 1st Master (*exclusive mail-in only collector fig— requiring collection of 40 proof-of-purchase tokens*)

DW312 - Auton Dummy

DW313 - Auton Dummy Firing

DW314 - Bok

DW315 - Silurian Attacking

DW316 - Sea Devil Attacking

DW317 - Draconian

DW318 - Terror Auton

DW319 - Liz Shaw

DW320 - Primitive

DW321 - 22nd Century Guerrilla

DW322 - Captain Mike Yates

DW323 - SGT Benton

DW324 - Ogron

DW325 - Ogron Attacking



DW311



DW336



DW401



DW416

DW514 - Scibus
DW515 - Omega
DW516 - Sharaz Jek
DW517 - Cyberleade
DW518 - Sharez Jek Android
DW519 - LT Scott

DW521 - King John
DW532 - Earthshock Cyberman
DW533 - Cyberman Firing
DW534 - Kamelion

DW550 - Blown Up Dalek

DW599 - The 5th Doctor II

DW601 - The 6th Doctor
DW602 - Peri
DW603 - Drathro
DW604 - Noma
DW605 - Mestor
DW606 - Mel
DW607 - Vervoid
DW608 - Romulas
DW609 - Vervoid Advancing
DW610 - Katryca
DW611 - Cryon
DW612 - Cryon Advancing
DW613 - Stike the Sontaran
DW614 - Sil
DW615 - Remus
DW616 - Shockeye
DW617 - Hyperion Passenge
DW618 - Drak
DW619 - Sontaran with Rifle

DW701 - The 7th Doctor
DW702 - The Brigadier
DW703 - Ace

DW704 - Haemovore
DW705 - The Ancient One
DW706 - Urak the Tetrap
DW707 - Pipe Person
DW708 - Haemovore II
DW709 - Cheetah Person
DW710 - Kandyman
DW711 - The Destroyer
DW712 - Gavrok
DW713 - Bannerman
DW714 - Bus Conductor
DW715 - Morgaine
DW716 - The Dragon



DW437



DW474



DW602



DW702



DW717



DW801



DW902

- DW717 - Mounted Cheetah Person
- DW720 - Doctor 7 with Dalek jammer
- DW801 - The 8th Doctor
- DW803 - Grace
- DW804 - Chang Lee
- DW805 - The Master (from 1996 movie)



DW1001

- DW901 - The Movie Doctor
- DW902 - Roboman 2150
- DW903 - Mk3 Dalek
- DW904 - Movie Barbera
- DW905 - Little Susan

- DW1001 - Dalek Patrol (Set)
 - 6 standard Daleks
 - 1 Heavy Weapons Dalek
- DW1002 - Invasion of the Dinosaurs (Set)



DW1002

- Tyrannosaurs Rex
- 3rd Doctor (new sculpt)
- Sarah Jane (new sculpt)
- Taradactyl
- UNIT trooper shooting
- UNIT Trooper at ready
- DW1003 - UNIT Patrol (Set)
 - UNIT leader waving
 - UNIT soldier with SMG
 - UNIT soldier carrying rifle
 - UNIT soldier throwing Grenade
 - 3 UNIT soldier with rifle

- DW1004 - The TARDIS (Set)
 - TARDIS exterior
 - TARDIS Console
 - 1st Doctor (new sculpt)
 - Susan (new sculpt)
 - inside of label was printed with TARDIS roundels



DW1004

- DW1005 - Invasion Earth Dalek Patrol (Set)
 - 7 movie Daleks with claws
- DW1006 - UNIT Heavy Weapons Squad (Set)
 - UNIT Machine gunner
 - UNIT Machine gun loader
 - UNIT Bazooka firer
 - UNIT Bazooka loader
 - UNIT Mortar crewman holding ears

- UNIT mortar crewman holding mortar round
- DW1007 - London Resistance (Set)
 - Man with Molotov cocktail
 - Man firing rifle
 - Man carrying rifle
 - Man firing Pistol #1
 - Man firing pistol #2
 - 2 men carrying SMG
- DW1008 - The Who Mobile (Set)
 - Whomobile
 - 3rd Doctor (new sculpt)
 - Sarah Jane (new sculpt)
- DW1009 - Bessie (Set)
 - Bessie
 - 3rd Doctor (new sculpt)
 - Jo Grant (new sculpt)
- DW1010 - UNIT Land Rover (Set)
 - UNIT land rover
 - Brigadier firing pistol
 - UNIT soldier with rifle
- DW1011 - Ice Warriors (Set)
 - Ice Lord
 - 2 Ice Warriors firing
 - 2 Ice Warriors arms up
 - 2 Ice Warriors standing
- DW1012 - Draconians (Set)
 - 2 Draconians guns at side
 - 2 Draconians guns aimed
 - 3 Draconians guns across chest
- DW1013 - Autons (Set)
 - Terror Auton Leader
 - 2 Auton Dummies Aiming
 - 2 Auton Dummies non-gun hand in front
 - 2 Auton Dummies non-gun hand at side
- DW1014 - Cybermen (Set)
 - Cybermen with gun in air
 - Cyberman pointing gun across body
 - 2 Cybermen holding gun low
 - 3 Cybermen holding gun pointing downward
- DW1015 - Sea Devils (Set)
 - 3 sea Devils non-gun hand in fist
 - 4 Sea Devils non-gun hand at hip

DW1016 - Guards of Gallifrey (Set)

- 2 Guards pointing guns
- 2 Guards reaching for hip
- 3 Guards gun pointed up

DW1017 - The War Machines (Set)

- 2 War Machines

DW1018 - Dalek Troopers (Set)

- Dalek Trooper leader without helmet pointing
- 3 Dalek Troopers gun across body straight
- 3 Dalek Troopers gun across body up



DW1009



DW1010



DW1012



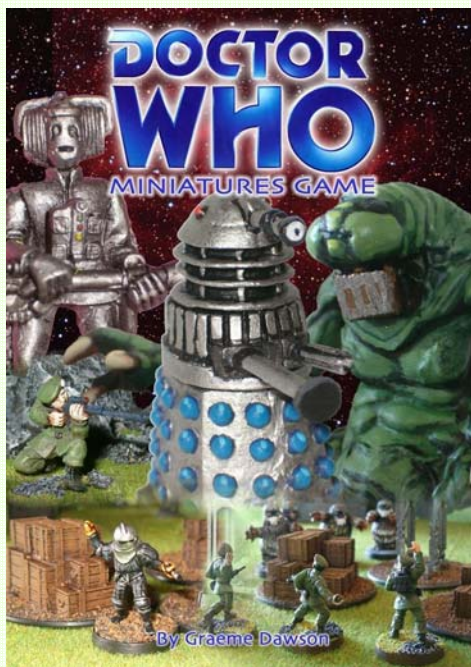
DW1014

STILL AVAILABLE FROM BLACK TREE DESIGN

Harlequin miniatures are sold on-line by Black Tree Design who bought the stock from Harlequin after the company folded. You can still purchase most of the figures (though some of them are starting to go out of stock). We had a great experience and good customer service working with them. Visit them online at:

www.blacktreedesign.com





REVIEW: DOCTOR WHO MINIATURES GAME

■■■■■ of ■■■■■

TABLETOP MINIATURES WAR GAME (2006)

Released by Crooked Dice

Written by Graeme Dawson

FREE Download at <http://www.drwhominiatures.co.uk>

The *Doctor Who Miniatures Game* is a tabletop miniatures wargame available for free online. Written by Graeme Dawson, it was meant to create a more inclusive game that improved one getting the feel of *Doctor Who* in a wargame over the *Doctor Who—Invasion Earth* game that Harlequin Miniatures had released. If this was Dawson's goal, that he accomplished it with flying colors. The game is excellent and exciting and worth learning to play.

The *Doctor Who Miniatures Game (DWMG)* is a robust system that takes into account more factors in the game than just offensive and defensive stats. Each character gets stats for agility and intelligence as well, which can help them through the course of an adventure if appropriate. This expansion

of stats reflects the non-combat factors that assist the Doctor and his companions in the show. In a standard wargame, you might find yourself disappointed when you have Mel, Adric, and Tegan on your side. But these added stats help define the strengths and usefulness of these characters in a very Whovian way, and make the game an even more exciting play as the characters get special abilities that help them assist the friendly forces. As the game is more comprehensive in this way, and has more expanded rules overall compared to the Harlequin game, it is a much more enjoyable play (even if you might have to turn to the rulebook a bit more often). As a d6 game, and the advent of paper miniatures, there is little reason to not dive into this offering. We recommend starting with the "Battle for Canary Wharf" introductory game, which clearly explains the rules in a "quick start" style and also gives you excellent paper miniatures for use. Start there and then dive into all the game's offerings.

Released in 2008, the second edition of the *DWMG* is the standard version now in circulation, which improved on the original by integrating all of the rules that had been expanded upon after the game's start in 2006. This version of the game includes all the rules that are needed to play, as well as a huge list of stats for monsters, and also includes not one but six scenarios that players can use to dive right into the game. One of the things we like best about the *DWMG* is that the game is so well supported. There are numerous supplements and scenarios that have been released for the game and new releases continually happen. This level of support for the game makes it exciting and fun and allows one to keep expanding game play, and finding new scenarios or special rules. The game is also supported with a Yahoo group that can be found at:

<http://games.groups.yahoo.com/group/doctorwhominiaturesgame/>

Wargaming *Doctor Who* can be a great way to get involved in miniatures and the *Doctor Who Miniatures Game* is a great starting point to both learn a game, but find one complex enough to stick with for many years of increasing complexity and fun. Rarely do we find such a great offering worth infinitely more than its price tag.

4 out of 5 TARDISes.



MINIATURES FROM CROOKED DICE



Crooked Dice miniatures make numerous sci-fi and pop culture miniatures. They are not official *Doctor Who* minis but a savvy painter can reappropriate some of the figures in their line for a Who-related game. Presented here are some of the miniatures that could be suitable for use as *Doctor Who* miniatures with a proper paint scheme or modifications. Some of the sets that can be adapted include the following:

- Albion Rocket Consortium (#DEAL04) comes with 3 different heads for 3 different figures that could be used to recreate the explorer team in "Silence in the Library" including a figure that can be made to look like River Song.
- Astronaut Head Spru comes with 3 different heads including one that could be used to recreate Vashta Narada.
- Robo-rodents "Classic" (#MINIB02) can be used to recreate Cybermats from "The Wheel in Space"
- Robo-rodents "New" (#MINIB03) can be used to recreate Cybermats from "Closing Time"
- Minion Mob (#DEAL 06) comes with 3 different heads for each of 3 figures and could be used to recreate Autons, Ood, or Dalek Pig Guards.

Other Crooked dice minis good for use are included in the blue sidebar on the next few pages...



GROUP CAPTAIN JIM BARROWRIGHT
(#MINI20) AS CPT JACK HARKNESS



THE GURU (#MINI24) COMES WITH THREE DIFFERENT HEADS
AND CAN BE PAINTED TO RESEMBLE THE MASTER

INTERVIEW WITH GRAEME DAWSON OF CROOKED DICE

Appreciating the efforts of game designer Graeme Dawson, the creator of the *Doctor Who Miniatures Game* (DWMG), our fanzine took the time to throw some questions at him. Graeme Dawson, along with his creative partner Karl Perrotton, are the team behind the Crooked Dice miniatures and game company. Here are Graeme's answers to a number of questions that we think our readers might like to hear the answers to.

DDWRPG: What prompted you to design the Doctor Who Miniature Game?

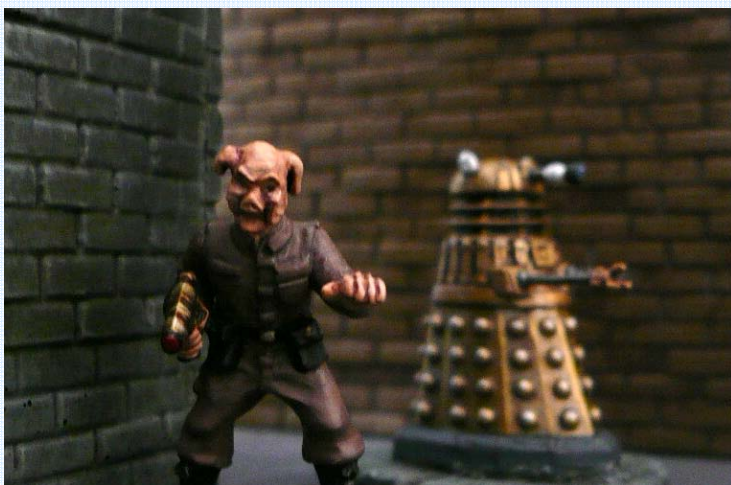
GD: I wrote the DWMG partially as I liked *Doctor Who*, partially because I never liked the Harlequin [*Doctor Who—Invasion Earth* miniature game] version, and partially as I had a lot of time to kill after a serious health dip in 2006. During the course of the writing (of both editions) I had to do a lot of viewing and research, turning me from quite interested to a bit of a buff.



DAISY TAYLOR (#MINI03) AS ROSE TYLER



SCARY STATUE COVEN (#DEAL03) AS WEEPING ANGELS



MINION MOB (#DEAL06) AS A DALEK PIG GUARD
(Dalek not sold by Crooked Dice)



(Left) TRAVELLING TWEEDY
HEADS SPRU CAN BE
BOUGHT AS ACCESSORIES
(includes 3 heads, 1 each with
a Stetson, a Beard, and a Fez)!

DDWRPG: Do you worry that some *Doctor Who* fans may think that a wargame does not fit the perceived non-violence of the show?

GD: I have seen a few comments from wargamers about how the show can't work as a wargame. I don't worry about it, but obviously they've never played it, as every game I have played, seen or had feedback from totally sums up the programme – constant twists of fortune, unlikely events and great fun!

DDWRPG: What is the best part of playing *Doctor Who* as a miniatures game?

GD: I like the story-based approach to all the scenarios, which is backed by the fact it doesn't use a points system. This does cause a few people to grumble (too much 40K?) but I think it suits the style of the show very well to face off against loads of Cybermen etc. with only Adric, Mel, the first Doctor and a load of hopeless pacifist Thals. I think the key is balanced victory conditions in the end.

DDWRPG: Is there a rule loophole in the *Doctor Who Miniatures Game* that players like to exploit or use to give them an advantage? If so, how do you limit this in your own games?

GD: To be honest I haven't come across any instances of players abusing the system. I guess you could have a force of new series Daleks armed with Disintegrators, but I think people playing the game love the show and keep to the spirit of the setting. I'm not saying the rules are perfect, but I don't get a lot of complaints (and that's not an invite!), although we get lots of good feedback on our forums and everything helps make our stuff that bit better.

DDWRPG: We love the cardboard minis and terrain that were included with "Battle at Canary Wharf". Will any future DWMG release include these?

GD: I did a mini intro scenario, 'Stop! Police! Silurian' in Ragnarok magazine issue 57, which had another 6 standups from the 3rd Doctor story 'The Silurians'. Artist Wayne Peters is doing some art for an upcoming 7TV release – 'The Menagerie' – so there might be more collaborations in future.

DDWRPG: The *Doctor Who Miniatures Game* is now associated with Crooked Dice games, who also make miniatures (the focus of this issue). What is the relationship between Crooked Dice and the *Doctor Who Miniature Game*?

GD: The DWMG was written and published online by myself as a PDF, which introduced me to fan and evil mastermind Karl Perrotton, who eventually brainwashed me into starting a company with him – Crooked Dice. We wanted to produce games and miniatures fans of sci-fi and cult TV might be interested in. The DWMG was brought under the Crooked Dice banner mainly so it would stay out of trouble.

DDWRPG: Do you have a favorite set of miniatures that you use in your games?

GD: I source miniatures from all sorts of random places for my *Doctor Who* games, but in the main they come from Black Tree Design, who seem to have an inexhaustible supply of out of production figures. Heresy do a few decent lookalikes and then there's these Crooked Dice people...

DDWRPG: While we're at it we should ask you if the company plans on releasing any other figures that could be dual purposed for use in *Doctor Who* type games in the future?

GD: We are likely to release models NOT at all suitable for Rory, Donna and Martha by the first quarter of 2012, and we'll continue to make hard decisions on what we can release going forward. I would quite like to do an older female journalist, maybe with a Cancer charity angle. Karl and I are constantly reviewing decisions, so keep your eyes on the site and forum for news.

DDWRPG: Thanks for your time. We love your products and hope to keep our readers apprised of what Crooked Dice has to offer. We'll encourage them to support your products both because of the DWMG and to support smaller gaming companies in general. Best wishes on your work with the *Doctor Who Miniatures Game* and with your full miniatures line.



TWEEDY MATTISON (#MINI01) AS THE 11th DOCTOR
AND CASUAL MAY KILLIAN (#MINI12) AS AMY POND



WPC MAY KILLIAN (#MINI02) AS AMY POND
AND TWEEDY MATTISON (#MINI01) AS THE 11th DOCTOR



CORN DOLL HOEDOWN (#DEAL07)
AS "FAMILY OF BLOOD" SCARECROWS

Crooked Dice Miniatures can be found on-line at:
www.crooked-dice.co.uk



GAMER ETIQUETTE 104

By Lance Ducker

As the focus shifts to miniatures this issue, we can see how the use of miniatures can add challenges for gamers and GMs. The use of miniatures adds another set of rules of etiquette and changes you can expect in your game. Besides the rules, we will examine the differences in a gaming session one can have with or without miniatures.

When it comes to the use of miniatures, your group will need to see if they are going to use them or dabble in them. Not everyone wants to spend money on them, and if you do not have enough for a game, the use of dice or cardboard chits can be a poor substitute. Will each person provide individual figures for their characters or borrow from a pool of available miniatures? Painted miniatures may be another preference as they add to the gaming session over their unpainted counterparts. The startup costs can be high as figures can run from \$3 and up. A washable battle map will be needed as well as colored pens to call out specific details.

The first thing to remember with miniatures is that game play will be slower with them unless the GM has mapped out all the rooms in advance. If the overall map of the module is bigger than the battle map, you can expect to redraw portions of the map often. Another option is for the GM to cut out rooms and piece them together as you play, but this requires a lot of work up front.

Once the board is set up and you are starting to play, how strict are the rules for movement? You may want to discuss whether your group will march out every square on the board as you go from room to room. Another point to discuss is the straight line versus diagonal movement. Six squares of movement may sound simple, but does that equate to four diagonally? Are we using the one then two square method or the 1 1/2 squares method for diagonal movement? Make sure everyone agrees to the methods to avoid problems later.

When it comes to moving a figure, each player should be responsible for their miniature. Just like other board games, you may not be allowed to pick up and put down your miniature more than once per turn. Some rules allow for continuation of movement until you take your hand off the miniature. Also, some GMs require you to move your figure through the intended path while they watch. They might have a trap hidden, and your path will matter. They may not allow you to plan out the move on the battle map in advance, so be sure when you pick up your piece that you know where you are going. Do others get to tell you where to go with each specific move or can they only give general directions? The path you choose may land you one square short of the safety of the grenade being tossed into the group of Yeti nearby.

What about the facing of the miniatures? Is it relative to the game? Most miniatures games require that your figure has distinct facing. You may want your figure to have its front face to be marked on the edge so that all can see. Can you change facing on your turn only? This is another thing to consider before you put your miniature back down. Your character will not just stand there and not look around, but most people are looking forward in

the direction of where they are moving. Do you get to look down both sides of a hallway before continuing on? Or do you have to spend another turn moving after checking to make sure the Daleks do not have you in a crossfire?

Line of sight is another consideration for overall game play. Can you spot someone that is pressed up against a wall just around the corner, or do you actually have to look to see them? Do characters in the other room get to direct people they cannot see? What about different elevations such as stairs or platforms? Do you need a ruler or a length of string to settle the arguments that can occur? Can multiple figures occupy the same square? Does the figure's height matter? What about standard furniture that can be used to provide height advantages or obstacles. This can lead to a whole discussion of cover and concealment.

Once the basic rules are known, there is the determination of actions and when they occur. If the first character walks in on a Cyberman facing the other way, does the entire party get to act first? Or does the first character get one action before initiative is determined? What if a character wants to delay her action until she sees a Weeping Angel? Does the game allow for interrupts? The GM should have the main say about these situations, but it never hurts to talk about them before they happen.

As you can see, miniatures add another dimension to a game, but their use creates their own complexities as well. Movement, facing, and line of sight are just some of the issues you may need to resolve before you use miniatures in a standard role-playing game. Your group may want to have a list of rules for miniatures to supplement the basic game rules. The introduction of two and three dimensional play has changed what was left up to the GM to being determined by the battle map. This can add a great deal of realism, but it can extend gaming sessions just to determine the logistics of an encounter. As you get a sampling of the use of miniatures, take time to discuss whether the tempo of game play is right for your group. Your group may want a balance between miniatures and free flowing gaming. Whatever you choose, take the opportunity to appreciate the differences between using miniatures instead of the traditional pen and paper.





HERESY MINIATURES



Another company currently making figures that can be painted appropriately to represent *Doctor Who* characters is Heresy Miniatures. The company makes the following figures that are seen in the included photos that have been taken from their website:

- (above) Nerd Lord I (#SCICIV006) as the 11th Doctor
- (Left) Malcolm Ecclescake (#SCICIV001) as the 9th Doctor
- (Bottom Far Left) Dr. Hugh McCrimmon (#SCICIV002) as the 10th Doctor
- (Bottom Middle Left) Nerd Lord II (#SCICIV007) as the 11th Doctor
- (Bottom Middle Right) Emily Lake (#SCICIV008) as Amy Pond
- (Bottom Far Right) Dr. Masterson (#SCICIV005) as The Master



Heresy also has other sci-fi related miniatures. Some of our favorites include minis that can be used as figures from the film *The Fifth Element*, as well as some characters that can represent the crew from the TV series *Firefly*.

Heresy has a twitter account that can be followed at #Heresy_Andy and also a facebook page located at:

www.facebook.com/profile.php?id=695581924

Check them out and support this small company as well!



Heresy Miniatures can be found on-line at:

www.heresyminiatures.com

LICENSED DOCTOR WHO MINIATURES

The most well known of the licensed *Doctor Who* miniatures were the original FASA/Citadel miniatures made for the original FASA *Doctor Who* RPG in 1985-1986 (and spotlighted on pages 22 and 23 of this issue) and the Harlequin miniatures which were released from 1997 to 2000 for the *Doctor Who—Invasion Earth* miniatures game (and spotlighted on pages 5 to 9 of this issue). We include here a look at other miniatures or figures that were released that could be suitable for gaming as well.

Starting in 1984 Fine Art Castings released a number of different miniatures in 80mm size. These larger figures came in painted and unpainted versions. Fine Art Castings then started releasing figures in smaller sizes such as 40mm, and eventually released some figures in a size suitable for gaming at 25mm. Through 1986, when production came to an end, their 25mm figures include the following:

- Dalek (25mm)
- Fourth Doctor (25mm)
- Leela (25mm)
- Master (25mm)
- Mk6 Cyberman (25mm)
- Sontaran (25mm)
- TARDIS (25mm)
- Third Doctor (25mm)

Fine Art Castings also released a line of *Doctor Who* related busts that modelers could paint, but these generally would not be of use to games unless they needed a large head as a novelty appearance for a character. Did anyone beat the Face of Bo into a game?

Other larger almost-suitable for gaming miniatures were



40mm FINE ART CASTINGS MINIS THAT WERE PAINTED

MEDIA COLLECTABLES UK

Made in 2001-2002, Media Collectables had a 35mm metal and resin collectable figures and sets. Individual figures usually cost about £7.99 (\$12.00), sets were more expensive. Set D03 did not include a Dalek, only the Flying Disc.

- D01 - Mark II Dalek
- D02 - Emperor Dalek (TV21)
- D03 - Dalek Flying Disk (Hoverbout)
- D04 - Mark II Dalek Scout Unit [set]
- D05 - Mark II Dalek Attack Squad [set]
- D06 - Mark II Dalek Hoverbout Patrol [set]
- D07 - Mark III Dalek
- D08 - Mark III Dalek Scout Unit [set]
- D09 - Mark III Dalek Attack Squad [set]
- D10 - Mark III Dalek on Hoverbout
- D11 - Mechanoid (TV21)
- D12 - Mechanoid Defense Unit (TV21) [set]
- D13 - 2K Robot (TV21)
- D14 - 10th Planet Cyberman Leader
- D15 - 10th Planet Cyberman Attacking
- D16 - 10th Planet Cyberman Firing
- D17 - Cyberman Unit [set]
- D18 - Special Weapons Dalek
- D19 - Davros



D07 - MARK III DALEK



D18 - SPECIAL WEAPONS DALEK

released in 2000 and 2001, by two separate companies. Media Collectables released numerous figures (see sidebar on the previous page) which were scaled at the 35mm to 40mm range—a little larger than would be optimum for gaming.

Some of the Media Collectables figures were also released in sets which featured a number of figures in a single pack. The set D04 featured five of the D01 Daleks; set D05 featured ten of the D01 Daleks; Set D06 featured three D01 Daleks and three D03 hoverbouts; Set D08 featured five D07 Daleks; Set D09 featured ten D07 Daleks; Set D12 Three D11 Mechanoids; Set D17 featured figures D14, D15, and D16 in a single set.

The same years Media Collectables released their slightly oversized figures (2001 and 2002), Alector miniatures also released figures that could be used for gaming if one did not mind the larger 35mm size (see sidebar below). Alector followed the lead of Fine Art Castings and released their miniatures in both painted and unpainted versions. Some gamers collected these sets for gaming and painted them up but they were not optimum for most role-playing gaming or miniatures because of their scale.

In 2001, Millennia Models International UK released an accessory that could be used for gaming when they release their 1/32 scale “Type 39/40 TARDIS” resin model kit, which would be perfect for use with miniatures in the near 28mm range. This kit was fairly good scale for the slightly larger miniatures that were being released at the



REPAINTED ALECTOR MINIATURES IN 35mm



PAINTED
PACK

UNPAINTED
PACK

ALECTOR MINIATURES

Licensed in 2001 and 2002 as an exclusive to the Who Shop, Alector released various metal painted miniatures that were made in the 35mm range — just a bit over the standard RPG range of 25-30mm. These miniatures came both painted and unpainted in different packs. The painted figures were basic paint jobs so most modelers would repaint them to higher quality. The miniatures origi-

nally sold for £7.99 (\$12.00) for an painted miniature and £3.99 (\$6.00) for an un painted one. Painted miniatures had product codes that began with the number “7” and unpainted minis had a product code that began with the number “8”. Alcore also released some figures in the larger 75mm range such as a Sontaran and Cyberman.

Painted / Unpainted - Figure

- 71001 / 81001 - Time Lord
- 71002 / 81002 - Melkur
- 71003 / 81003 - Ogron
- 71004 / 81004 - Zygon
- 71005 / 81005 - Silurian
- 71006 / 81006 - Yeti
- 71007 / 81007 - Dalek Trooper
- 71008 / 81008 - Aggedor
- 71009 / 81009 - Draconian
- 71010 / 81010 - Sontaran

Painted / Unpainted - Figure

- 71011 / 81011 - Sea Devil
- 71012 / 81012 - Omega (2)
- 71013 / 81013 - Ice Warrior
- 71014 / 81014 - Alpha Centauri
- 71015 / 81015 - Voc Robot
- 71016 / 81016 - Cyberman (Silver Nemesis)
- 71017 / 81017 - Davros
- 71018 / 81018 - Ice Lord
- 71019 / 81019 - Movellan
- 71020 / 81020 - Armoured Sea Devil

Figures with unknown codes

- Cyberman (60s)
- Mark I Black Movie Dalek
- Mark I Red Movie Dalek
- Mark I Silver Movie Dalek
- Mark II Black Movie Dalek
- Mark II Red Movie Dalek
- Mark II Gold Movie Dalek
- Mark I Silver TV Dalek
- Mark III Black TV Dalek
- Mark III Grey TV Dalek
- Mark III Silver TV Dalek



REPAINTED DOCTOR WHO MICRO UNIVERSE FIGURES: CYBERMEN, KRILATANE, AND IRONSIDES MODIFIED DALEKS



ORIGINAL DOCTOR WHO MICRO UNIVERSE FIGURES



MILLENNIA MODEL'S "TYPE 39/40 TARDIS" KIT

time, and could also be generally used with the Harlequin and FASA miniatures that had been released. The title of the set comes from a passing reference in the unfinished and unbroadcast (and thus uncanonical) story "Shada" in which it is said that the Doctor's TARDIS is actually a Type 39 and he has been operating it incorrectly as a Type 40.

In 2007 Character Options released plastic miniature figures in their *Doctor Who Micro Universe* collectable figure game set. DDWRPG looked at these figures in depth in issue #7 of our fanzine. The plastic minis were fairly popular with role-playing gamers because they were some of the best available figures at the time. Unfortunately these figures were also scaled at 35mm so they were a bit larger than some of the other miniatures that had been released for gaming. The Micro Universe collection figures came pre-painted with very simple paint jobs, though some miniature painters have repainted the figures with more effort and detail to improve on their look. The figures still represent perhaps the best figures officially licensed featuring characters from the return of the series, but they do not stand up to the efforts of Crooked Dice or Heresy for detail. Still, the miniatures are solid and fairly cheap and we generally recommend them as an investment if one needs figures.

In 2010 and 2011, the magazine *Doctor Who Adventures* included various sets of plain plastic miniatures as incentives that were included with various issues of the magazine. As we covered in issue #11 of DDWRPG, these miniatures lack detail, but that does not prevent them from being of interest to *Doctor Who* gamers. Again, repainted the miniatures can be fairly good. The Dalek set proved to be detailed enough that with an expert paint job they looked much better than expected. The Sontaran and Cybermen set still looks too plain, even repainted, to be of much use. In September of 2011 a set containing two different types of Weeping Angels was released with one of the issues, and they were scaled similar in size to the Crooked Dice Scary Statue "angels".

Overall, there were a number of licensed *Doctor Who* miniatures that were released, but the Harlequin line and the FASA/Citadel line are still perhaps the best sets (if only for the fact that they included the full sets of Doctors from their time). If one does not mind mixing scales or having a variety of different figures on the table, there are a number of different official sources that a gamer can get their miniatures from.



DOCTOR WHO ADVENTURES MAGAZINE PROMO ITEMS ORIGINAL PACKAGES AND PAINTED—THE ANGELS RELEASED IN SEPTEMBER 2011

Individual miniatures painted by Mark at: <http://www.artwho9figurepainting.co.uk>

ASSEMBLING MINIATURES SETS

For many years, the availability of miniatures for *Doctor Who* gaming was very limited. After the FASA miniatures generally went off the market in 1986, and before Harlequin released their line in 1997, there was little chance to find miniatures that could properly represent the Doctor or his villains. Assembling a set of miniatures to use for a game was a bit harder to do as there were very few *Doctor Who* compatible figures available. What options does a GM or player have under these or similar circumstances?

The first thing to do is find other miniatures that one can use for a *Doctor Who* set. Many other figures can be painted just right to look like the characters they are meant to represent. There are numerous miniature manufacturers that make existing figures that are also easy to adapt. Need Autons? Simply shave the faces off any existing figure so they are blank and paint the face with empty eyes. Having the where withal to adapt other figures as needed is key to being able to assemble a good set of ones own for game play.

Sometimes figures are made that look similar but are not meant to represent the objects you might use them for. Fenris Games makes a Glasgow police box, that can easily be painted and adapted to become a TARDIS. Fortunately the TARDIS was a real life object made into the Doctor's time and space craft. UFO flying disc models can be adapted to look like the Dalek saucer ships from "The Dalek Invasion of Earth". With the addition of some globes on the bottom, most model kits can fit the bill. If scale is not a problem, using action figures, which one can repaint for added realism, can be an option as well, but scale sometimes becomes a problem (more on that on the next page).

The idea behind assembling an effective set of miniatures to use in a game is to have a good variety and to adapt the figures you have as needed into your game. Very rarely is one able to get perfect accuracy with a set, but that's not the point. Miniatures are meant to be a representation of the characters and baddies they represent. They do not need to be perfect replicas. While *Doctor Who* miniatures are still available right now, assembling a set for your game should not be that hard, but when times get a bit thin, players and GMs should not be afraid to put together whatever they can to make do. In a future issue, we will try to cover how to recast miniatures and make duplicates from figures you may already have. This is another technique to expanding one's army of figs. And we remind people about the ease and use of paper miniatures as well. Whatever works.



Individual miniatures painted by Stan Johansen at:
<http://www.stanjohansenminiatures.com/>



LICENSED MINIATURES ARE NOT YOUR ONLY OPTION...

Individual miniatures painted by Mark at:
<http://www.artwho9figurepainting.co.uk>



**(Left) ACTION FIGURE REPAINTED AND USED FOR MINIATURE
(Right) FENRIS GAME SCENIC'S "GLASWEGIAN POLICE BOX"**



A HASSELFREE MINIATURES FIG PAINTED LIKE ROSE



OTHER MAKESHIFT MINIS

Sometimes, gamers can use other *Doctor Who* related toys as miniatures for gaming. Depending on the scale you are willing to use there are other rather good substitutes that players can use. When Character Options first released their Dalek Rolykins in the early 1990s, many gamers bought those toys as a quick solution for use as miniatures as they were about 30mm scale. But GMs and players can use various other toys for miniatures as well.

In the late 1980s, Dapol was manufacturing *Doctor Who* action figures which some gamers quickly adapted to RPGs as the 3 ¾ inch figures scaled well with other action figures of the era (photos top row left). As the new series of *Doctor Who* hit our screens, Character Options won the current license for action figures. While these figures (photos left) are a bit larger than the earlier Dapol figures they are much better detailed and have a much wider range to include the current series and also figures based on the classic series. Some gamers are happy with this scale, but sometimes money can be a factor to collect enough figures, such as for a force of enemies.

Newly released in 2011 are the Lego-compatible Character Builder Micro-Figures (photos right). Scaled down from the action figures, these Lego-like sets are great for building props. One can use them with existing Lego blocks to make rooms and equipment. This ease of use makes them an excellent quick substitute for miniatures. To get other NPCs and characters one needs to buy other sets that are non-*Doctor Who* but as they are easily available (at least in the UK). It makes gathering some miniatures to use easy.

Whether action figures or Lego-style kits use any mini that helps your game become fun and exciting.





9501 - THE FIVE DOCTORS

FASA / CITADEL MINIATURES

In 1985 through 1987 miniatures were released to support the then newly released FASA *Doctor Who* role-playing game. This officially FASA product was designed in the UK by Citadel. Citadel cast and released them in the UK under their brand in conjunction with FASA. FASA released them in the USA, though they were cast by Canadian company RAFM from the citadel designs (see issue #7). These figures were cast in lead in the USA and white metal in the UK. Likewise the US versions had metal bases included on the figure, whereas the UK versions fit into six-sided plastic bases. Included here for our readers is the full list of released miniatures for the FASA/Citadel line:

FASA MINIATURES (US)

9501 - The Five Doctors

9502 - Companion Set #1

- Sarah Jane
- Leela
- Adric

9503 - Daleks

- 3 Daleks

9504 - Cybermen

- pointing
- arms out
- holding blaster upward

9505 - Brigadier and UNIT Troopers

- Brigadier Pointing
- UNIT soldier shooting w/ beret
- UNIT soldier carrying rifle w/ beret

9506 - Sgt. Benton and UNIT Troopers

- Sgt. Benton with Pistol
- UNIT soldier shooting w/o beret
- UNIT soldier carrying rifle w/o beret

9507 - Player Character Time Lords

- pointing
- holding a fruit
- using a cane

9508 - Temporal Marauders

- holding a rifle across body
- holding pistol and pointing finger in air
- holding gun and moving

9509 - Ice Warriors

- Ice Lord



9502 - COMPANION SET #1



9504 - CYBERMEN



9507 - PLAYER CHARACTER TIME LORDS



9508 - TEMPORAL MARAUDERS

- Ice Warrior aiming
- Ice Warrior hands up

9510 - Player Character Time Lords Set #2

- Holding bag pointing into air
- Holding flower and pistol
- With umbrella

9511 - The Master, Davros, and a Dalek

9512 - Companions Set #2 w/ K-9

- Jo
- Romana
- K-9

9513 - Player Character Time Lords #3

- Holding Teddy bear and pistol
- In band uniform with boombox
- Holding sonic screwdriver and puppet

9514 - Sea Devils

- Holding gun
- Arms up (x2)

CITADEL MINIATURES (UK)

DW1 - Doctors 1,2,3

DW2 - Doctors 4,5 and The Master

DW3 - Dalek (2)

DW4 - Cybermen

DW5 - Ice Warriors

DW6 - UNIT

DW7 - Sarah Jane, Leela, Adric

DW8 - Davros, Dalek, and K-9

DW9 - Time Lord (4)

DW10 - Sea Devils

DW11 - Romana, Jo, and Turlough

81159-5 - Daleks & Cybermen [set]

Some of the figures in the UK sets were different. For example, there was a third Sea Devil with one arm outstretched that was not seen in the US boxed sets. Turlough was released as a character in the UK but not in the USA. Also, figures from set #9508 were later rereleased as part of the *Warhammer 40K* line of miniatures. All UK sets had 3 figs accept the Daleks which had 2 and the Time Lords which had 4. The UK sets came in blister packs backed in yellow cardboard, whereas the US sets came in boxes that looked like a small TARDIS.

In 1987 a special box set was released of the Daleks and the Cyberman who held his gun in the air. These were manufactured in plastic on sprus, and the Daleks required assembly. The set contained enough for 20 Daleks and 20 Cybermen and was released by Citadel.

FASA miniatures are still sought by gamers and collectors and were the first figures really meant for gaming.



9509 - ICE WARRIORS



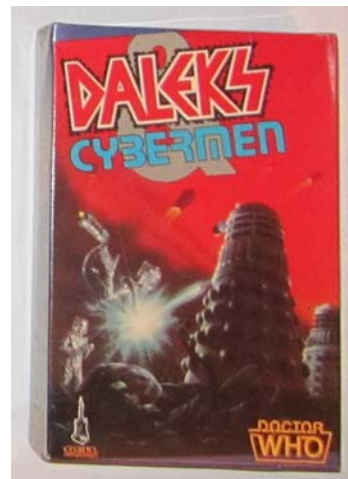
9511 - MASTER, DAVROS, AND DALEK



9512 - COMPANION SET #2 w/ K-9



DW10 - SEA DEVILS



81159-5 - DALEKS & CYBERMEN



UK BLISTER PACK BACKING

MODULE: "THE LIFE FORM"

"The Life Form" is a Doctor Who adventure module set on the planet LV-488 in the year 2179CE. This adventure has the TARDIS crew land on a desolate planet where contact has been lost with an alien threat lurks waiting to attack. This adventure module can be run with either the Doctor, Amy and Rory, or another group of time traveling characters.

The TARDIS crew receive a distress call asking for help, that comes from a small colony on the planet LV-488 (GMs should feel free to use another name if they feel players will be able to figure out the planet reference to maintain the secret of Aliens appearing in the adventure—LV-488 is a planet nearby the planet LV-426 as seen in the films *Alien* and *Aliens*). The call for help is urgent but does not give much information: "THIS IS THE MONTGOMERY COLONY ON PLANET LV-488. WE ARE UNDER ATTACK AND ASK FOR IMMEDIATE ASSISTANCE. PLEASE SEND HELP." The message repeats a few times before going silent. Hopefully, the TARDIS crew will want to lend a hand and will answer the distress call. On landing the TARDIS will find itself in the interior of a space colony building



COLONIAL MARINES EXPLORE THE COMPLEX

(outside the surface of the planet is harsh and rainy). The colony interior is beat up and heavily damaged. Characters who investigate and have experience will see that there are various signs of fighting and a struggle (blasts from explosives, bullet holes in walls, and so on).

A more detailed search of the area will reveal that arc welders were used to barricade doors and hallways. In the science laboratory there are makeshift explosives that were unused, as well as various chemicals, acids and bases that were in the midst of attempting to be mixed to create a weapon before the colonists disappeared. In general, things are a mess in the complex, and there are no signs of life.

As the crew are exploring, they will suddenly be rushed by a group of well armed Colonial Marine soldiers. The marines will hold the TARDIS travelers at gunpoint as they try to sort out the situation, and there is a possibility of a misunderstanding and a conflict between the two groups. The Colonial Marines will wonder who the group is, as they are not dressed as typical colonists. The TARDIS crew may mistake the Colonial Marines as the aggressors who attacked the colony, but that is not the case. The Colonial Marines are responding to and investigating the distress call, just as the time travelers are. Awareness or Intuition rolls for the players and the use of Convince or Negotiation/Diplomacy rolls (or story points) will help sort out the situation and get the Marines and the TARDIS crew to properly work together.



THE DOCTOR ENCOUNTERS THE MARINES

Once both sides have established an alliance, they can investigate further as to what happened to the colonists. Colonists have implanted RFID tags which allow them to be tracked, but a simple search of the expanded area will reveal that part of the complex has been overgrown with a strange hive-like structure that seems to be made out of a secreted resin. The Marines will report that they have never seen anything like this, and will want to investigate further. Characters with skills in Biology or Science will be able to tell that the hive is biological in origin, and that the resin would have been secreted by some sort of life form.



THE GROUP FIND A MYSTERIOUS ALIEN HIVE

BACKGROUND INFO

It is recommended that GMs watch the films *Alien* and *Aliens* and familiarize themselves with the life-cycle and actions of the Alien Xenomorphs before running this module.

If the Colonial Marines or players use the colonist's implanted RFID tags to track them, the signals will also lead the groups deeper into the hive structure. The colonists seem to be grouped near each other.

Hopefully, the characters will join the well armed Colonial Marines in entering the hive to find the colonists. In doing so, once deeper into the hive, the group will encounter the colonists, which are hung and embedded in the walls being held by the secreted resin. On the floor of the hive are large open eggs, as well as dead and decaying facehuggers. A closer investigation of the colonists will reveal that their chests have been burst open. Characters with skills in biology or medicine will be able to determine that the injury came from something forcing itself out of the colonist's chest. [GM NOTE: Colonists were imbedded in the walls by the Aliens. A Queen laid the eggs (which were brought to the colonist's location by an Adult Alien), a facehugger jumped out of the egg, attached itself to the colonist's face and laid an embryo in the colonist's body. The colonists served as a host as the embryo grew in size (while the colonist was still alive). The embryo matured to about one foot in size, and when large enough ate its way out of the chest of the colonist (killing the colonist) in a stage called the "Chestbuster". This young alien Xenomorph then leaves the host body to rapidly mature, shedding its skin and growing to a full sized adult. The group has encountered the remains of this life cycle.]

At this time, the group encounters the main threat at the complex, and the reason for the distress call. Adult Alien Xenomorphs attack the group. The Adult Aliens are strong, and will try to capture humans to serve as hosts more than just outright kill them (though they will do this as well). The Aliens have a double jaw with a powerful bite that can seriously harm the characters and NPCs, but the Colonial Marines are well armed and can do a good job of fighting off the Aliens. They also have extra weapons that they may share with the player characters if needed. The Aliens themselves will be susceptible to sonic attack, such as from a sonic screwdriver, which will act like a force field in repelling the Aliens away from whomever is using such a device. However a roll needs to be made each turn to see if the sonic has the force field effect or not.

The characters will find that the Aliens can be shot and killed, but that they have acid for blood and that this acid can harm other humans if they are caught in the spray of a dying alien. Thus close quarters combat can be very dangerous. Likewise the number of Aliens increases the longer the battle



THE MARINES HAVE A BAD FEELING



THE GROUP ENCOUNTER A DEADLY ALIEN LIFE FORM



THE MARINES FIGHT FOR THEIR LIVES



THE ALIENS ARE STOPPED BUT MORE KEEP COMING...

ALIEN XENOMORPH STATS

Stats for the Aliens:

If using the *FASA Doctor Who* RPG:

STR	END	DEX	CHA	MNT	INT
VI	VI	VI	I	II	III

Max Op End: 42 points **AP:** 11

Skills: Unarmed Combat-Bite - V, Unarmed Combat-Brawling - IV, Unarmed Combat-Grappling - V,

Weapons: Bite (A-Contact damage)

Armor: 2d6

If using the *Time Lord* RPG:

STRENGTH	CONTROL	SIZE	WEIGHT	MOVE
5	4	2	5	4
KNOWLEDGE	DETERMINATION	AWARENESS		
2	5	2		

Wounds: 16

Skills: Bite [Con] 3, Brawling [Con] 3, Leaping [Con] 2.

Weapons: Bite - wounds 6 damage

Armor: 2 points off per hit

If using the *Doctor Who-Adventures in Time and Space* RPG:

AWARENESS	COORDINATION	INGENUITY
2	5	1
PRESENCE	RESOLVE	STRENGTH
1	5	5

Wounds: Standard

Skills: Athletics - 3, Convince - 0, Fighting - 3, Knowledge - 1, Marksman - 0, Medicine - 0, Science - 0, Subterfuge - 3, Technology - 1, Transport - 0.

Traits: Alien [special], Fear Factor [special], Indomitable [major good], Quick Reflexes [minor good], Obsession [major bad], Selfish [minor bad].

Weapons: Bite - Strength+2

Armor: 4 **Story Points:** 2

SPECIAL NOTES: In all games, Aliens have acid for blood. If an alien is killed in close combat, there is a chance that a character will take damage from the acid blood [4d6; 4 wounds; 6 points].

continues. The players will need to fall back and regroup, and as they do, the Aliens will slowly do the same and the assault will eventually end.

The characters and the Colonial Marines will realize that they are up against a particularly dangerous parasitic life form that needs to be stopped. Even the Doctor, with his understanding of the grand scheme of nature, will realize that the Aliens pose a threat to all life and that if they are not stopped or eliminated that they can and will infect countless other worlds. Players who do not yet know the life cycle of the Alien Xenomorphs can make Biology or Medical Science rolls to put together the pieces and figure out the Alien's life cycle. Having seen the eggs that produce the facehuggers, the question would be "What lays the eggs?" The players will have a great opportunity to figure out the life cycle and realize that they need to eliminate the Alien Queen and kill all the Aliens and eggs in order to make things safe. Marines or characters may be motivated if any of their group were grabbed by Aliens and taken away (time is of the essence in such a case).

Resourceful characters may also realize that they can make additional weapons that tilt a future battle in favor of the characters. If it is discovered that the Aliens have acid for blood, characters can go to the science lab and use the basic chemicals there to enhance their weapons and make them even more deadly. Likewise, covering the Marine's armor in a solution of base chemicals will act as a repelling agent to the Aliens (as their biology is based on molecular acid). Throwing a chemical solution of bases on an Alien will incapacitate it as it writhes on the ground in pain—making it vulnerable to deadly attack.

As unattractive a solution as it may be to the players, they will need to eliminate the Alien Queen in order to succeed in the adventure. The use of science will aid them in this quest, but unless they have another solution (destroying the whole site with an explosion, or "nuking the site from orbit" from the Marine's spaceship) the characters will need to seek out the Alien Queen and other Aliens and kill them. This may seem extremely difficult for the characters, but the Alien hive is actually fairly new and destroying the threat is quite doable for the characters.

Convincing the Colonial Marines to continue the mission is key, as they are demoralized and appropriately scared. The player characters will need to work on involving the Marines and convincing them that this may be the human's only chance in stopping the spread of the Alien threat. The Colonial Marines and the characters should then ready themselves for battle and prepare their gear and equipment for a final assault against the Aliens and their Queen in an effort to save mankind from extinction.

The characters will find themselves making their way to the Queen's chamber. For the most part, the Aliens will not attack the group, as the Aliens are utilizing their own strategy. The Aliens hope to lure the player characters into the hive, and into the Queen's chamber. Once the humans arrive there, the Aliens plan to open all the eggs and have a mass of facehuggers attack the group, while at the same time having the Adult Aliens attack. The Aliens have not taken into account that fact that the time travelers may have helped the Marines make the basic chemical repellent which will prevent the facehuggers from attacking as effectively.

Other than one or two single adult Alien attacks on the way to the hive, the Aliens will not attack the party. However, on arrival at the hive, the Aliens will launch an all-out assault on the humans. The Aliens themselves realize that this must be their last stand or they may be exterminated. The Queen is in her chamber attached to her egg sack, which lays the eggs that contain facehuggers. The Queen herself is large about three or four times the size of a human being. She is also extremely dangerous and will easily take four times the damage of a standard Alien.

The final scene in the adventure should be the chaotic reality of futuristic warfare between the humans fighting for their lives and the parasitic Alien Xenomorphs that are using every resource to prevent their own extermination. The final battle should be chaotic with Adult Aliens jumping around and trying to bite the characters (they aim to kill rather than capture now), facehuggers jumping around the room, but being repelled, Colonial marines using rifles, machine guns and flamethrowers to keep the Aliens at bay, and perhaps the Doctor (or other player characters) using the sonic screwdriver or other devices to keep the Aliens away from them.

When the tide has turned towards the humans, or if the Alien Queen has been attacked, the Queen will spate from her egg sack and get involved in the fight. The Queen has a tail that can be used to stab characters as well as her own powerful jaws to bite characters.

As the mission comes to an end, hopefully the characters will come out on top, and eliminate the deadly Alien threat. If the players fail, they can retreat to the safety of the TARDIS and may meet the Aliens again in the future. The key to running this adventure is to create a situation in which the characters and Colonial Marines understand that the only real option they have to stop the spread of the Alien menace is to make a final brave stand that may cost them their lives. That level of tension, and understanding of self sacrifice brings a seriousness and focus to the whole adventure. The module is sure to be remembered.



THE MARINES TRY TO REGROUP AND CHECK AMMO



THE DOCTOR SUGGESTS A PLAN TO STOP THE THREAT



THE TEAM FIND THE ALIEN QUEEN



THE FINAL BATTLE TO STOP THE ALIENS AND THE QUEEN

EVENT REPORT: GAMING AT THE RENAISSANCE FAIRE

On 05 September 2011, the primary staff of DDWRPG took a trip to the Bristol Renaissance Faire, located thirty minutes north of Chicago, Illinois. With various faires located around the country, Renaissance (or “Ren”) Faires are excellent entertainment events that also educate visitors about the historical era that they recreate. With the entertainers, actors, and shop people all in character and acting in the style of 1600s England, they also create an excellent environment for gamers and LARPer to enjoy themselves.

The Bristol Faire began life many years earlier as a medieval event called King Richard’s Faire. In 1987, after



THE FAIRE’S FRONT GATE



STROLLING THE FAIRE GROUNDS



BROM ON THE PIRATE’S BUNGIE JUMP



NICK HAS THE DICE OUT TO GAME

a change in ownership, the faire’s theme was updated to the Renaissance. At that time the name was changed and named after the town that the faire is located in (Bristol, Wisconsin), which also happened to be the name of a British city as well — perfect for the fictional setting of the event.

If one has never been to a Ren Faire the experience is completely immersive. Almost everyone in the environment speaks in the language of the era. Cheers of “Hazzah!” can be heard and people are addressed as “Lord” or “Lady” (fortunately visitors are treated as royalty and not peasantry). The games and activities are human driven, and amusement rides are usually simple swings and games that visitors operate themselves by muscle power. Games include archery shoots, knife throwing, climbing up rope ladders, fencing, and other physical challenges or events.

Shops line the streets of the faire, featuring clothing of the era, arms, armor, and books about the period. Other shops include kilt stores, blacksmiths, artists, printmakers, palm readers, glassblowers, and other novelty stores. Many different food stalls are a part of most faires. The food is prepared in proper modern facilities, but the front of stalls appear as wooden storefronts. From fried potatoes to turkey legs on the bone, there is a large variety of tasty and enjoyable food available. Likewise, taverns and drink stands are found in the streets waiting to serve thirsty patrons who walk the dirt streets of the faire grounds.

Ren Faires have the most simple yet enjoyable forms of entertainment, and the faire at Bristol has an amazing



ERIC TAKES OUT SHEEP KNUCKLES - THE ORIGIN FOR REAL DICE



HISTORICAL AND MODERN GAMING SUPPLIES



THE CREW RELAX AND SOCIALIZE

line up of entertainment. There are musicians that play songs on period instruments, street performers that juggle, balance items, swallow swords, use whips, and do other amazing feats of physical entertainment. The various stages around the faire grounds feature comedy and theatrical presentations that often involve the audience. One of the more popular shows at Bristol is the infamous Mud Show, in which the entertainers parade around in a pit of mud and even go so far as to eat the filthy ground in the hope of making money from the crowd.

The highlight of most faires are the jousting grounds in which an authentic joust tournament is recreated for the audience in attendance. Knights in full armor charge each other down trying to unseat their opponents from their steeds. Experiencing this first hand is a wonderful way to experience reenacted history first hand.

Ren Faires are not perfect recreations of history, as stereotypes and popular culture interests find their way into the experience. For instance, the joust at this year's faire included a rider who rode in on a mythical unicorn. As we walked the grounds we saw entertainers dressed as tree sprites and fairies as well. Still, considering that the event is meant to be entertaining, this is forgivable.

But what about this year's faire?

Our DDWRPG staff headed out to the Bristol faire and enjoy ourselves. Some of us travelled there together, and others met us at the grounds. The majority of our time was spent enjoying the food, taking in the shows, and having a good time with our friends and families. Our crew watched the joust, caught the comedy and jug-



ERIC, NICK, BOB, STAN, KIM, JILL AND MATT OF THE DDWRPG STAFF



SPONTANEOUS HUMAN COMBUSTION SONG



THE CHESHIRE CHASE STAGE



4th DOCTOR SCARF COSTUME



A TREE SPRITE



WATCHING THE BLACKSMITH



WALKING THROUGH THE GLADE



ALEX GETS A RIDE THROUGH THE GROUNDS



HUMAN POWERED FAIRE RIDES



ERIC TEACHES SWORDPLAY SKILLS



STAN ENJOYS A TURKEY LEG



DIRK AND GUIDO'S SWORDSMAN SHOW



THE LITTLE 10th DOCTOR



THE 11th DOCTOR AT THE FAIRE



THIS 11th HAD JAMMY DODGERS TOO!

gling shows, and enjoyed the entertainment that the faire provided. Like all good social events, our group spent a lot of time talking and laughing, and learning from one another. Eric Waydick, one of our staff and an expert swordsman, demonstrated to us the proper use of period weapons at one of the arms shops, before he later bought himself a new period accurate weapon.

Our group spent a good deal of time simply people watching and taking in the atmosphere of the grounds. When at the faire, we came across not one, but four different people that were in costume as the Doctor. A small boy was in character as the 10th Doctor, and we also came across two other faire-goers that were dressed as the 11th Doctor. There was an additional person who was using a fourth doctor scarf as a makeshift costume, but then we complimented him on it, it was obvious that he was proud we had figured out that the scarf was related to *Doctor Who*.

Renaissance Faires are often great places for LARPer or cosplayers to visit. Because of the chaos and unfamiliar environment most players can game right in the middle of the faire and most visitors will be unaware of the game at hand. The Bristol Renaissance Faire was also the first faire to incorporate a LARP called "Renquest" which visitors can participate in as part of their visit. This should not be surprising as the grounds are located less than 20 minutes from Lake Geneva, Wisconsin, the location where the first role-playing game was published.

Gaming at a Ren Faire is very easy. Find an open table or a piece of ground and have a seat. It's easy enough to simply talk with

you table top gaming group and walk through an adventure. Of course, an adventure is most effective if you chose one set in the renaissance or medieval environment that you and your group are in. Ren Faires are one of the few places that one can game and many of those there are in the know and appreciate your group's efforts. We've been visited by many a faire entertainer or visitor that have wandered by to see what were playing with general interest. Of course, the occasional entertainer acts as if they do not know what you are doing, but this is more to try to embarrass you and test your mettle in front of others. Either way, any inconvenience is overridden by the opportunity to play a historical adventure in an environment fitting o the story.

Whether using rock-paper-scissors, as most LARPers do in public to determine the course of events, or if using dice, both are easy to do at the faire and do not particularly attract attention. Our group had on-hand replica sheep knuckles to use for gaming. Real sheep knuckles were one of the first materials used to manufacture dice used for gaming. The bones of hoofed animals were used to make dice resulted in the slang term "bones" for dice.

On our visit, after shopping at the faire and having our fill of entertainment and food, some of our group headed home from the faire to call it a day. The rest of our group stayed late, shopped a little longer at the stores and then decided to settle in for a *Doctor Who* RPG adventure in which the TARDIS landed in the British city of Bristol during a visit from the Queen. With the walls of the city secured due to her majesty's visit, the characters had to make their



THE JOUSTING GROUNDS



THE KNIGHTS PARADE THE GROUNDS



THE UNICORN IS DISPLAYED



THE KNIGHTS ARE INTRODUCED



**THE QUEEN ACCEPTS THE UNICORN
AS A GIFT AND OPENS THE JOUST**



THE JOUST BEGINS



THE CROWD WATCHES AS THE JOUST CONTINUES AT FULL TILT



WATCHING THE JOUST



ERIC CARRIES HIS NEW WEAPON



AT THE ARMOR SHOP



JUGGLERS MOONIE AND BROON PERFORM



MOONIE AND BROON'S SHOW



WALKING THE STREETS OF BRISTOL



AT THE WAND SHOP



LONG SHADOWS END THE DAY

way into the city, along with other merchants and visitors. There were threats to the Queen's life, and the time travelers made their way into her court and uncovered the fact that a server at the inn where the Queen was sheltered had her child kidnapped and was told that she must poison the monarch or her child would be killed. Armed with that knowledge, the time travelers protected the Queen and also hunted down the evil-doers and captured them with the help of the Queen's guard.

The adventure module was more vivid than a regular adventure set in history, because the people, the sights, the sounds, the smells, and everything that the players experienced around them helped set the stage for what the experience must be like for their characters. Such a realistic and immersive experience should not be missed if playing a time travel, or fantasy, role-playing game. We encourage our readers to try a game at a faire, and we think that most of you will be quite pleasantly surprised and enjoy the game more than you might regularly.

Our outing missed some of our close friends: David Fisher-Hewett who worked at the faire as an artist with his wife, Skye, before his untimely death a few years ago. But our return to Bristol was filled with happy memories of our friends and of our earlier role-playing games at the faire. Along with that, we had a chance to create new memories and games.

Best of all, the event was an opportunity for our players to invite their families to an event and for all of us to enjoy each other's company—and to do it all in a recreation of Renaissance England as if our own TARDIS had taken us there itself. Brilliant.



USING PAPER MINIATURES

Miniatures are a great way to add perspective and realism to your role-playing games. Sure having well painted minis on the table makes things look great, but who has money to spend on armies of minis or the time to prep, prime and paint that army? Well, not as many of us as we wish. However there is a great alternative to metal or plastic figures that are easy to make and reproduce: paper miniatures.

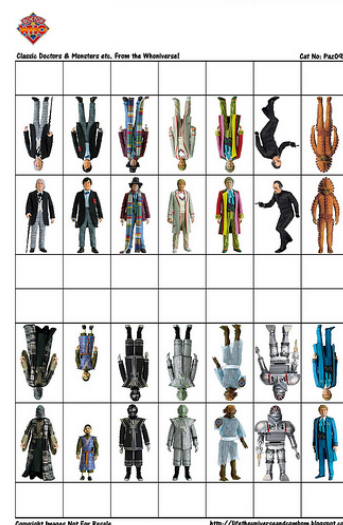
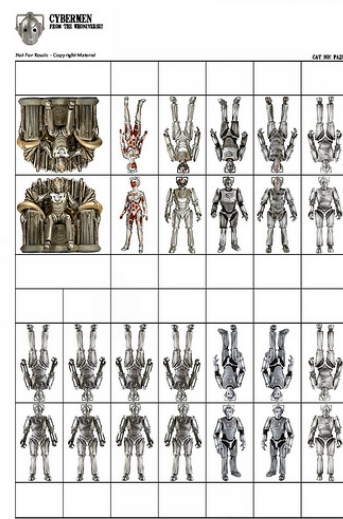
In the past ten years, the paper miniatures field has exploded. With the advent of high res computer programs such as photoshop or GIMP, the availability of digital cameras, and the commonality of color printers, hobbyists have concentrated on making more of these easily accessible alternatives to the standard miniature.

The advantages of paper minis are obvious. One can quickly print out ten sheets of minis (containing ten minis each) and cut them apart, fold them, and even tape them together faster than most people can prep and prime a single three-dimensional miniature. The ease at which one can quickly make an army of Daleks is almost inconceivable to those used to painting their figs. Sure, paper minis are not three dimensional and perhaps not as sexy, but they do a good enough job of giving placement and perspective that they should never be ruled out. Best is that they are disposable and eco-friendly, and you can throw them away once they are battered or no longer needed. Getting new figs is as easy as hitting print once again.

Some gamers are snobs and will not use paper minis, but we have found that using cardstock figs help to swell the numbers of large armies and for the most part to not detract from any game. Mixing cardstock and metal or plastic figures is completely acceptable and anyone who complains about this should be forced to buy everyone at the table enough metal figs to complete the army that is represented by the paper minis — in short, players should not complain unless they can provide the painted figs on their own.

That said, here are some tips for using paper minis:

- Print the paper minis on a color printer for maximum effect
- Use cardstock or heavier paper when printing paper minis. It makes them heavier and prevents them from easily being knocked over.
- If you are going to keep the minis for a while, consider putting bases on them. A base can be a plastic base or simply gluing the mini to a heavier piece of paper or cardboard, or even a piece of overhead transparency for added stability.
- You can fold the paper minis two ways. One by folding the bottom flaps towards one another (creating a triangle) that gives the paper mini more bulk, or by folding the bottom flaps away from one another and taping the bottom (creating an inverted “T”) that creates a thinner fig with a more stable base. Chose your favorite.



LOADS OF DOCTOR WHO PAPER MINIATURES

If you are looking for some great *Doctor Who* paper miniatures to use in your games, look no further than the following great website by Combom. There are over 200 different sets of paper minis to use ranging from the *Doctor Who* sets, to *Call of Cthulhu* sets, to Marvel and DC superheroes, to *Blakes 7*, to *Pokemon*. The range is phenomenal and the work is excellent. To get yours check out:

<http://www.flickr.com/photos/combomphotos/sets/72157623645847966/>

Special thanks to Combom for making a special set of *Doctor Who* minis for us to release in this issue of DDWRPG before they get posted to his regular site. [The new 11th Doctor minis can be found on the next two pages!]

Series Six

Cat No: Paz110a



Series Six

Cat No: Paz110b





MODULE: CANDLE IN THE WINDOW

by Zepo and Eric Fetting

“Candle In the Window” is a Doctor Who adventure module set on the planet Earth in 2011CE. The TARDIS crew discover an unexpected problem at an old abandoned house. This adventure module can be run with either a group featuring the Doctor, Amy, and Rory or another group of time travelling players.

The TARDIS lands on 29 October 2011CE in the United States, the Saturday evening for that year’s Halloween celebration when children go house to house collecting candy for trick-or-treating in the evening. As the crew exit the TARDIS and look around the streets of the suburban town they are in they can see children in costumes, accompanied by parents walking down the street and going door-to-door getting candy treats. Some of the children will comment that they should go to the scary house on the top of the hill because there is a candle in the window of the top floor. Parents will usher their children past the house and no one will approach the house at all. If the characters ask anyone about the house, they will answer that the house has long been abandoned and has not been taken care of for years. It is an eyesore in the neighborhood, and the light in the window is thought to be teenagers causing trouble on Halloween night. No one wants to approach the house or allow their children near it. Hopefully this is enough for the characters to consider investigating the mystery of the candle in the window. If not, the GM can give awareness or intuition rolls to the characters for them to realize that everyone stays away from the house, and that there seems to be an open flame in the building and unless investigated there could be a large fire.

Upon investigating the house, it is truly an old abandoned mansion. A large building, the doors are closed but unlocked and the house is in a dilapidated state, needing many improvements. Once inside, the players will see that there is old disused furniture inside the building as well as cracked walls and peeling paint. There are also knocked over electric lamps, and papers and newspapers scattered on the floors, but the ceiling itself seems intact. The house appears quite abandoned. Another thing that is noticed, is that the air inside the building is a bit thick and warn and that it is slightly harder to breath (like if one were in a sauna). Once inside the building as well, there are strange low pitched wailing like noises that come from the second floor of the house. It is all very strange in-

deed. If the players look for stairs to investigate the candle in the second floor window or to explore more of the house, they will encounter a strange experience. As they start walking up the stairs, there will be a flash of light, much like lightning and with an accompanying thunderclap, and the shape of a pair of humanoid women will appear. Their bodies are transparent and not fully corporeal. It will seem as if they are trying to speak, except that the result will be that a cold wind blows and there is a noise that sounds like a wailing animal in the air. Most people would equate this experience with that of encountering a ghost. Soon after there will be another flash of light and the ghost images will disappear.



GHOST-LIKE FIGURES WANDER THE HOUSE

The players may explore more and may have a second or third encounter in a similar manner. It is clear that there are some other worldly forces at work here, but the characters will need to explore more in order to solve the mystery at hand.

The clue as to what exactly is happening lies on the second floor of the house. As the players investigate more, they will eventually make their way to the room that has the candle in the window. The candle itself is one of the most important clues for the players. While it looks almost exactly like an ordinary candle, the candle itself seems to give off a thick heavy gas, that makes it hard to breath in the room. There is almost no smoke from the candle at all, so this is an odd effect. Characters with the appropriate skills in science or wilderness survival will realize that this is no ordinary candle. The candle is actually a survival atmospheric processor, the kind that is issued in survival kits on spaceships so that if they crash the survivors can generate a livable atmosphere on a hostile planet. Once lit the candle-like emergency processor generates the right atmosphere in an enclosed space.

The characters will need to discover that there are actually three alien survivors that have crashed on Earth and they are trying to survive until help arrives. The issue is that the aliens are 6th dimensional beings, existing in a dimension other than ours. They have used all of their extra-dimensional abilities to move the survival candle into our dimension. In doing so it ensures that they will have a proper atmosphere to survive in. As the extraterrestrials try to move between dimensions to be seen there is a release of energy that creates the lightning effect and the sound of thunder. However, the expense of so much energy does not allow them to move all the way into our dimension, and so the characters are only able to see the shape of the extraterrestrials and they appear as ghost-like figures. Likewise, the transition between dimensions prevents the aliens from communicating properly, and their voices sound like wailing. Because their bodies are trapped in multiple dimensions, the TARDIS is unable to translate the language properly as they are trapped in the transitory state.

Besides trying to help the aliens, there is one more complication as the characters investigate more and as the module moves towards its climax. One of the three aliens trapped in the house is in fact a murderer. The third ghost-like entity was a criminal who killed the captain of the group's spacecraft and caused it to go out of control (the aliens transmatted to Earth with survival supplies). The third alien will try to stop the others from communicating and will threaten and harm the others in the 6th dimension. The alien may also try attacking the players in the 3rd dimension by throwing objects at them or trying to impale them with sharp objects, while remaining free from harm itself.

The characters can protect themselves and save the other innocent aliens through a number of means. Resourceful players can make science, transmat, forcefield, or temporal science rolls to move into the 6th dimension themselves and confront the murderous alien and help the others. Likewise, the removal of the survival candle will give the aliens only a limited amount of time they can survive without the proper atmosphere. For instance, leaving the house with the two innocent aliens and the survival candle will trap the remaining alien in the house until it expires. The player characters should work to a resolution to save the aliens and rid the house of its "ghosts". The players can then return the aliens to safety or their home world in the TARDIS.





MINIATURES ARE NOT NECESSARY BUT CAN ADD FUN TO A GAME

GAME MASTERING TIPS: ANOTHER LOOK AT MINIATURES

In Issue #11 of DDWRPG we presented an article on the use of miniatures in RPGs. As this is our miniatures issue, we are revisiting the use of miniatures and adding to our GM tips of things that will help Game Masters when playing a game with figs at the table.

One of the main things that Game Masters need to consider when gaming with miniatures at the table is game time management. First, when gaming with miniatures, the amount of pre-game preparation time will be lengthened. The amount of time to gather, or make, all of the supplies needed for a miniature game will be increased, even if using easy to assemble paper minis. The game is true during a game, as the assembly of tiles, placement of figures, or arrangement of obstacles or other elements of a diorama will take time that a standard RPG module will not need to use. Effective Game Masters need to manage their game time to adjust to these factors. Players, after all, will have the same amount of time that they usually have reserved set aside, and though the addition of miniatures may add to the length of the game, the players may not be able to stay longer than their regular time slot. GMs need to be able to plan ahead and use their time effectively to account for the inclusion of the miniatures.

MORE POINTS TO CONSIDER

The following are some items that GMs should also consider when using miniatures at a role-playing game:

- **Have players customize their figures.**

If the players paint their own minis have them make their figures as close to their characters as possible. Not just the paint job, but changing the figures so they hold the right gear or weapons is fun too. Likewise the addition of bases and details on the base help make the figs fun and personal, as is adding the character name to the base of the miniature. GMs should encourage this.

- **Take the time to create important features of rooms,** such as controls, transmats, etc to help with visualization and perspective. Paper is fine.

(continued next page)

The personal payoff for players that are using miniatures can be enhanced. If a player has a favorite, or personalized miniature, they will bond more with their character in the game. A physical representation of their character will give them a greater sense of being as well as make them react more to danger. When we recently gamed in a session which featured our TARDIS travelers encountering the Daleks (seen in the photos to this article), players demonstrated a greater sense of self preservation than in regular modules. For example, few characters ran up to Daleks to engage them in hand-to-hand combat as often happens in a standard adventure. Instead, the players were exceedingly aware of ranges and the distances involved, and wanted to stay farther away from the Daleks once they were aware of the threat.

This awareness of distance is another factor that emerges when playing with miniatures. Because representations of distance are set to a locked scale, most players have a better sense of how close or far away things are in the game, especially during action sequences. As mentioned above, this may make characters a bit more timid or careful, but in other cases, it also makes some action even more heroic, as the awareness of difficulty is enhanced. This awareness of scale and distance can be a plus in certain situations. One solid example is that of a



MINIATURES CAN ADD EXCITEMENT TO CERTAIN SCENARIOS

(continued from previous page)

- Use map tiles from other games such as *Space Hulk* or *Dungeons & Dragons* to create new board types and environments. Tiles can be pre-laid out, or can be placed as the player explore a map.
- Miniatures can be great to use for chase scenes and when distance and timing may matter.
- A GM can move all miniatures on a map as appropriate, or may only move those that the characters that can see, depending on the circumstances.
- Miniatures will make a game more turn-based rather than fluid, so GMs need to take this into account and be conscious of initiative in the game.

chase, in which the characters or the villains need to get to a certain location first. This works particularly well with miniatures. Another element of the game that is enhanced is the idea of line-of-sight and line-of-fire in which it is more plainly obvious when someone has a chance to shoot at a target or whether they are blocked from action. Miniatures help to anchor the action in a concrete understanding of location and three dimensional space.

As miniatures get moved around the board for placement each turn, their use creates a more turn based game. This means that initiative rolls and marching order for a party become more important in the game as whose turn it is to act, or where their exact location is can become a factor in movement (such as in tight corridors). Establishing simple ground rules (such as that a character can move through another character's space with their permission) becomes key to fluid an effective game play. GMs need to keep track of the rules that they set when playing with miniatures to keep consistency between games. This enhances and speeds up game play, but also reduces potential arguments at the game table.

Miniatures can be both a positive and a negative addition to a role-playing game. They give a better sense of perspective, add to the understanding or location and potential danger, and also assist in giving the players perspective and understanding of a situation. But the use of miniatures can also slow down a game, and make the players a bit less adventurous. Finding the balance between exciting play and a new experience is the key to using miniatures. We recommend using them occasionally, but not at every game session.



ALIENS: COLONIAL MARINES MEET THE DOCTOR PLAYTEST GAME

In preparation for this month's issue of *DDWRPG*, a group of players got together to play test a special *Doctor Who*-related version of the miniature game *Aliens: Colonial Marines*. This version of the game included the characters of the Doctor and Martha meeting the Colonial Marines from the film *Aliens* in an effort to prepare the special version of the game presented for our readers in this issue. So special thanks to our play testers Ben Crites, Jake Williams and Phil Pena. The fruits of their efforts are shared with all of our readers on the following pages as we present to you the full game for you to enjoy.



1) THE MARINES LEAVE THE APC



2) MARINES FIND MARTHA AND THE DOCTOR



3) DOCTOR HELPS FACEHUGGED MARINES



4) WATCHING THE MARINES ADVANCE



5) ALIENS FIRST MOVE INSIDE THE HIVE



6) MARINES MOVE THROUGH THE COMPLEX



7) THE PLAYERS STRATEGIZE



8) ALIEN FIND THE MARINES



9) MARINES ENTER THE HIVE



10) MORE ALIENS MOVE THROUGH THE HIVE



11) THE GM MOVES THE ALIENS FORWARD



12) TURN AFTER TURN OF COMBAT



13) MOVING MARINES INTO THE HIVE



14) THE DOCTOR LEADS THE MARINES FORWARD



15) PLAYERS CONSULT ON STRATEGY



16) ALIENS ATTACK



17) THE MARINES FIGHT BACK



18) ALIENS CLOSE IN ON THE MARINES



19) SOME MARINES ARE GRABBED



20) TRYING TO SAVE THE GRABBED MARINES



21) DETERMINING THE ROUTE TO NEWT



22) MORE ALIENS ADVANCE



23) THE DOCTOR GETS ATTACKED



24) SOME MARINES ARE GRABBED AND LOST



25) THE DOCTOR SAVES NEWT...



26) ...BUT HE AND MARTHA GET GRABBED BY ALIENS



27) THE QUEEN ATTACKS THE ESCAPING MARINES

ALIENS

COLONIAL MARINES

ALIENS: COLONIAL MARINES - MEET THE DOCTOR (MINIATURE GAME)

Aliens: Colonial Marines is a miniature wargame based on the film *Aliens* that created by the DDWRPG staff that first premiered at GenCon in 1994. The game recreates the action of the film as the colonial marines meet the alien xenomorphs on the planet LV426. DDWRPG presents here the full version of the game with a special additional rules designed specifically for a *Doctor Who* crossover for the game.

EQUIPMENT NEEDED

- 8-sided dice (d8) - we recommend about 12
- Deck of Cards
- Character Stat Sheets (cut from pages 50 to 55)
- Playfield Map Boards (cut and assembled from pages 58 to 106)
- Miniatures (cut and assembled from pages 106 to ____)
- Door pieces (cut and assembled from page ____)

PRE-GAME PREPARATION

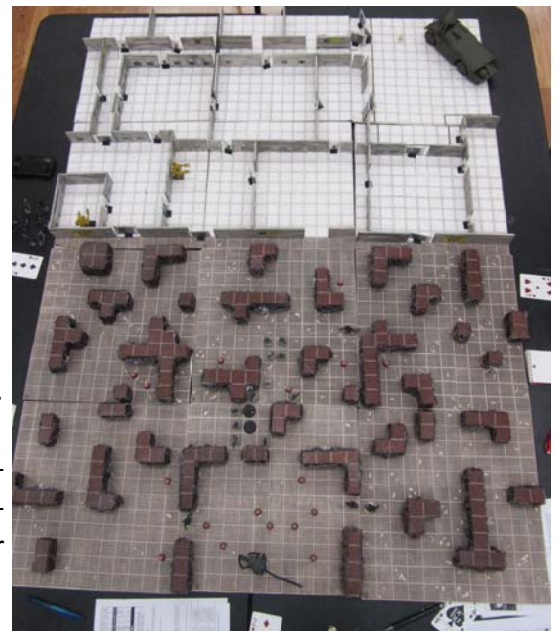
- Assemble the game boards and put them together as show on page 58.
- Assemble the Miniatures and Doors for use in the game.
- Take cards from the card deck to be dealt out to the players for initiative (one card per character being played). Thus if ten characters are being played you need 11 cards (Ace through Jack), one for each character and one for the player (GM) playing the aliens.

GAME SET-UP

- Place the open egg counters around the hive boards, and the closed egg counters inside the Queen Alien's lair (the area at the bottom of board 11).
- Place door counters at each door of the complex boards.
- Place the Colonial Marine Armored Personnel Carrier (APC) in the open bay of board 3 (near the top right corner).
- Place the Power Loader(s) on board 4.
- Give miniatures and stat sheets to the players. If there are fewer players, they can play multiple characters.

RULES AND GAME PLAY

URNS: The players and Game Master are dealt an initiative card for their pieces. The order in which the players and Game Master take their turn is determined by the order of the initiative cards, lowest moving first. In a turn, one of the following actions can be taken by each piece:



3-D GAME BOARD AS PLAYED AT CONVENTIONS

MARINES

- Pass
- Move
- Run (no fighting)
- Fight
- Fight Twice (no movement)
- Move and Fight
- Fight and Move
- Shit their pants (free action)

ALIENS

- Pass
- Move (6 spaces Adult Alien, 4 facehugger, 8 Queen)
- Fight
- Fight Twice (Queen only)
- Move and Fight
- Fight and Move
- Move and Grab
- Hiss and Drool (free action)

On the Aliens turn, the Game Master may roll a d8 to determine how many new Aliens are generated in a turn. The Game Master may roll 2d8 if they choose to, but this should only be done about twice a game. The new aliens are generated at various points that are marked on the board with a number in a circle for where they appear (#1 to 8).

MOVEMENT: The distance a Marine can move or run is given on their stat sheet. The distance an Alien can move is listed in the above rules. Pieces may move in any direction including diagonally. Moving one square costs one movement point. Only Aliens may move into or out of wall squares in the hive, but this costs two movement points. Only one Marine can be in a square at one time. Only one Alien can be in a square at one time. Aliens can move into Marines squares (to attempt a grab), but Marines cannot move into Alien squares. Friendly pieces may move through one another's squares as long as the player controlling that character allows it. The pieces cannot move diagonally between two enemy pieces or between a wall and an enemy. Opening or closing a door cost 1 movement point, and the character must be adjacent to the door.

COMBAT: This game uses 8-sided dice. The dice are used in a weapon stat, which consists of (R/#/T/D/S).

(R) = Range. The maximum number of squares away an enemy can be and still be shot at with that weapon.

(#) = The number of dice rolled.

(T) = To Hit Number. The number or less which needs to be rolled to get a hit.

(D) = Damage rating. This is represented by either an "L" which stands for "Light" damage, which does 1 point per hit; or an "H" which stands for "Heavy" damage and does 2 points per hit.

(S) = Special Weapon Effect. Certain weapons have special weapon effects that are explained below.

SPECIAL WEAPON EFFECTS:

***HTH** weapons (Pistol, Shotgun, etc) are the only weapons that can be used when an Alien is in the same square as the Marine who is defending.

***B** weapons (Grenade Launcher) explode in a blast. This effects the target square at full damage and each surrounding square for one point less than the full damage. The blast effect does not go through walls or around them (*see diagrams above right*). Blast weapons can harm friendly characters in the blast radius as well.

***F** weapons (Flame Thrower Unit) can hit a target and the square behind the target for full damage. The maximum effect is eight squares (hitting an alien at eight squares does not spill the flame effect over to an alien on square nine). These weapons must fire directly up and down square sides or at perfect diagonals. (*See diagrams of A attacking B, below right*). Flame weapons can harm friendly characters in the flame spill a well.

	3	3	3	
	3	4	3	
	3	3	3	

	3	3	3	
	3	4	3	
	3	0	0	

←WALL

A	3	B	3	

				3
			B	
		3		
	3			
A				

←WALL

***M** weapons (Smart Machine Gun) can be fired at multiple targets if desired. A marine can fire two times (at the same or separate targets) with short bursts which do light damage (1 point per hit), or can fire a long burst which does heavy damage (2 points per hit) to a single target.

DETERMINING DAMAGE: Make sure the enemy is in range. If the enemy is partially obstructed lower the TO HIT number by 1. Roll the number of dice which the weapon has. Multiply each success by the damage rating. To account for **critical hits**, add an extra point of damage for every natural 1 which was rolled. Take this total and subtract the enemy's armor rating. If the enemy has lost all of its hitpoints it is dead.

COMBAT DAMAGE EXAMPLE: A Marine with a Shotgun (10/3/4/L/HTH) fires on an Alien which is three squares away (in range) and unobstructed. The player rolls 3 dice trying to roll a target number of 4 or less. The dice come up 3, 5, and 1. Adding up the number of successes (two) and multiplying by 1 (because the weapon does Light (L) damage), the shot does 2 points of damage. For the critical hit add 1 to the damage. The total damage is 3 points. The Alien's armor value is subtracted from the total damage to find out how many hit points the alien loses (3-2=1). Because the Alien only has one hitpoint and it takes one damage, the Alien is killed.



GRABBED BY AN ALIEN



AN ALIEN GRABS A MARINE AND TAKES THEM AWAY



A MARINE FIRES ON ATTACKING ALIENS

ALIEN ATTACKS: Adult (standard) Aliens can attack in three ways:

1) An Alien can bite a Marine from an adjacent square or if it is in the marine's square (1/2/4/L/HTH).

2) An Alien in a Marine's square can try grabbing a marine (0/2/4/L/HTH). When an Alien is in the Marine's square the Marine can only use a hand-to-hand (HTH) weapons. To resolve combat, both sides roll for damage and whoever does more damage wins (ties are rerolled until there is a winner). If the Alien wins hand to hand combat the marine is considered captured and cannot take a turn (unless someone kills the Alien grabbing that Marine before the captured Marine's turn, which may free the Marine). If not freed from the Alien, in the next Alien turn the Marine is removed from the board (taken away to be implanted as a host body for new Aliens). If the Marine wins hand-to-hand combat, the Alien takes the damage minus its armor rating (2 for Adult Aliens). If the Alien is not killed it is moved to the closes open adjacent square. When the Alien is killed in the square with the Marine, Acid Damage must be rolled for (see **SPECIAL RULES**). Flamer attacks on grabbed squares effect the Alien normally, and the Marine as if they have no armor

3) Hidden Aliens may jump out at any time (up to two squares - such as facehuggers from eggs or adult Aliens) including during a Marine's movement. The hidden Alien's attack must be resolved before the Marine finishes their move.

MARINE ATTACKS: Marines can attack in two ways:

1) A Marine can fire a weapon at an Alien which is unobstructed. Marines may also fire through other Marines or Alien squares (called obstructed squares) but at a penalty of -1 to the TO HIT number. *EXAMPLE: A TO HIT roll of 4 or less becomes a 3 or less (no matter how many obstructions are between the shooter and the target).*

2) A Marine may fire twice, as long as the Marine does not move that turn. Marines with Smart Machine Guns may then fire up to four times with short bursts (35/2/4/L/M) or twice with long bursts (35/2/4/H/M), or a combination of 2 short and 1 long..

EQUIPMENT: Marines have special equipment which they can use. Equipment may not be traded between players unless indicated on their stat sheet. The equipment is described below:

***INFRA RED SIGHTS** — All Marines are equipped with them, but too bad Aliens do not show up on IR.

***BINOCULARS** — Marines in Leadership Positions carry these, however indoors they have no effect.

***WELDERS** — Marines equipped with this may “weld” shut doors. Doors which are not welded may be opened by Aliens or Marines by expending one point of movement next to the door. To weld a door a Marine must start or end its movement next to a door and declare that they are welding the door shut. The Marine welding the door loses one of their two actions that turn (moving or fighting) as they need the time to weld the door. A door normally has 4 hitpoints, but after welding, the number is increased by 6 more hit points. Marines may pass through welded doors the same way, but by declaring that they are “unwelding” the door. Marines may not weld armor to restore it.

***COMPUTER BYPASS EQUIPMENT** — Marines equipped with this do not have to use a point of movement to open or close doors. This does not apply to doors that are welded shut (and would need to be un-welded first).

***MOTION DETECTORS** — Marines who have this equipment may reroll one die per shot with a Pulse Rifle to try to get a better hit, because they know where the Aliens are.

* **SMART GUN SIGHTS** — Marines who have this equipment may reroll one die per turn with a Smart Machine Gun to get a better hit. This means only one reroll even if you do not move and fight twice.

***MEDICAL KIT** — Marines who have this equipment may heal another Marine. The Marine giving medical must be in a square adjacent to the Marine getting healed. Giving (or receiving) medical is considered one of the two actions (move or fight) that a player may perform in a round. If the medic attempts to give medical twice, the Marine getting medical cannot move or fight at all that turn. The healing Marine must roll a die. A roll of 3 or 2 restores the wounded Marine 2 hitpoints of health, a roll of 1 heals restores 3 hitpoints of health.

* **POWER LOADER** — Marines may use the power loader in combat if they find one. It is considered a (1/4/4/L/HTH) weapon. When fighting with the power loader the Marine may defend against the Alien Queen attacks. To determine hand-to-hand combat for both the power loader and the Queen use the following formula: each side rolls; If the attacker rolls more than the defender, the defender takes that much damage; ties are NOT rerolled, the fight phase ends there. The power loader may only move 4 squares per turn, even when running. The power loader has an inbuilt welder and computer bypass equipment. It takes one action to get in or out of the power loader. A Marine in a power loader cannot fire other weapons when using the power loader. Marines must leave the power loader to get medical help.

* **REMOTE SENTRY GUNS** — These guns can be set up by Marines to cover hallways (usually near the APC). The remote sentry gun will fire at any object that crosses its line of sight, including Marines. The gun attacks automatically and only has enough ammo for 10 shots at (25/3/4/L/-). Remote sentries can only fire directly up the single square side they are set up on (not at a diagonal). The sentry’s gunfire ends when it hits a wall. Remote sentries cost 2 movement points to move 1 square with, and take a full turn (no fighting) to set up. Only one sentry can be carried per Marine. The sentry can be dropped without being set up but it still counts as an action. A Marine in a power loader may carry a sentry gun at no movement penalty, but must



BINOCULARS



WELDER



COMPUTER BYPASS



MOTION DETECTOR



MEDICAL KIT



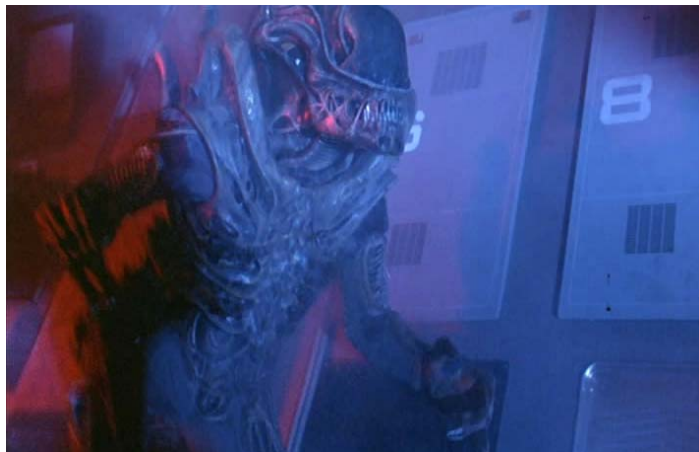
POWER LOADER



REMOTE SENTRY GUNS



ALIEN FACEHUGGER



ADULT ALIEN



ALIEN QUEEN



MARINE HARMED BY ACID

leave the walker to set up the gun. Marines may move through sentry squares, but Aliens may not, even if the sentry gun is out of ammo.

ALIEN STATISTICS: The following statistics are for the Aliens.

*** FACEHUGGERS:**

Move = 4, Armor = 1, Hitpoints = 1,
Attachment Attack = (0/2/4/L/HTH).

- A Facehugger attack is determined the same as an Alien grab attack. If the Facehugger wins the Marine is considered subdued and cannot move or fight until rescued by Marines that remove the Facehugger or is grabbed by and Adult Alien. See Special Rules for Facehugger removal. Also, Facehuggers can jump out of a closed egg (up to 2 squares).

*** ADULT ALIENS:**

Move = 6, Armor = 2, Hitpoints = 1,
Bite Attack = (1/2/4/H/HTH), Grab Attack = (0/2/4/L/HTH).

- Adult aliens will usually try to grab Marines and take them back to the hive. In the hive the marines are used hosts for Facehuggers to implant an egg inside the marine. Later a chestbuster will break out of the host body, and grow into a new adult Alien. Aliens will bite if they cannot grab.

*** QUEEN ALIEN:** Move = 8, Armor = 3, Hitpoints = 10,
Bite Attack = (1/4/4/L/HTH), Tail Attack = (3/2/4/H/-).

- If the Queen does not move she may attack with both weapons (bite and tail). The queen may leave her lair at any time, but usually does so only when she or her eggs in the lair are attacked.

SPECIAL RULES: The following rules are special rules to be used throughout the game.

MARINE DEATHS — Marines are killed when they lose all their hitpoints (and are also out of the game when they have been grabbed by Aliens and the Alien's turn comes up again).

ACID DAMAGE — When an Alien is killed in the same square with a Marine, the Alien rolls to see if acid effects the marine (as the Aliens have concentrated acid for blood).

FACEHUGGER REMOVAL — A Marine subdued by a facehugger can be rescued by Dietrich, Bishop, Martha, or the Doctor. A character loses an action when trying to remove a facehugger that round. They must roll a 3 or less to remove the facehugger. If they succeed the facehugger is considered dead. If they fail, the marine suffers a (0/2/4/H/-) acid attack and gets no armor bonus because the attack is to the face. Hopefully the facehugger has not implanted an embryo...

OTHER RULES ISSUES: Rules not covered here or questions which come up during the course of play will be determined by the Game Master.

GAME RULE CLARIFICATIONS AND NOTES:

- The Game Master controls the Aliens in the game, and the players play the Marines (and other friendly characters).
- In a turn a piece generally has two actions (moving or shooting). A piece may shoot twice, which counts as two actions, or run which counts as two actions. Likewise, most other actions such as giving (or receiving) medical help, or welding a door, takes up one or the characters actions that turn (unless specified in the rules).
- Line of Sight and Line of Fire is determined from the center of a square to the center of a square.
- When there are numerous obstructions (Aliens or Marines) between the shooting marine and the target square the reduction to the TO HIT number is only 1 less, regardless of how many obstructions there are.
- A Flamethrower shot will always hit the first potential target (Alien or Marine) and the square behind it. A flamethrower cannot be directed past obstructions.
- Damage to Aliens does not add up. Alien armor must be beat each shot to do hitpoint damage. As Facehuggers and Adult Aliens only have one hitpoint, once the armor value is beaten and one point of damage done, the Alien is dead.
- Alien Eggs (closed and unhatched) contain Facehuggers and should be treated as such. A Facehugger can jump out of a closed egg and attack Marines.
- Aliens are intelligent so they can move tactically, however, generally Aliens will move in the most direct route to the nearest Marine.
- Aliens can open doors if they choose to (this is seen in the film), but will generally try to smash them down to eliminate them as a barrier.
- Aliens will almost always prefer to grab over preferring to bite a victim, as this will help them breed new aliens.
- When defeated in hand-to-hand combat (any time the Alien has moved into a Marine square) and the Alien is not killed, but is defeated, the Game Master can choose the square to which the Alien is bumped off (but this should be the shortest open square from where the hand-to-hand attack occurred).
- It is recommended that the playing cards used for initiative are alternated in color from black to red, which helps find the persons turn fast when looking for initiative.
- The Marine action of "Shit their pants" and the Alien action of "Hiss and Drool" can happen at any time, and are just added for comedic flavor into the game.
- Flamer attacks on grabbed squares effect the Alien normally, and the Marine as if they have no armor.
- If a Marine is grabbed in the complex section of the game boards, it must be moved to a hive section (colored brown) before it can be taken off the board as grabbed and gone.
- Marines may not take weapons or equipment from other Marines (unless specified on their stats sheet).
- Because of her height and size, the Queen can be in the same spaces as other Marines or Aliens. The queen is considered to take up four squares on the game board, though she may move through squares and areas that are only one square narrow. This is important because players can fire a grenade launcher at a farther away square than adjacent to them to avoid harming themselves when the queen is attacking them. It should be noted as well that only the maximum damage from a grenade on a queen square effects the queen, not the secondary damage in the adjoining square as well. The same is true for a flamethrower, though the queen takes up four squares, only the primary damage hurts the queen (the damage does not "spill over" into the adjacent "also queen" square).



MARINE CLOSE QUARTERS COMBAT AGAINST AN ALIEN



POWER LOADER COMBAT WITH THE QUEEN

SPECIAL SONIC SCREWDRIVER RULES

The Doctor has a sonic screwdriver with special abilities that are worth noting here for their scenario.

The Doctor carries a sonic screwdriver which is a very powerful tool. Besides having the ability to open doors at no cost, the sonic screwdriver can also weld doors open and shut like a welder. Even more powerful is its ability to repel Aliens. When the Doctor successfully rolls a 3 or less the sonic screwdriver can be used to repel Aliens away from him. This means that on the Doctor's square, and on all the squares around him an Alien cannot move (until the Doctor's next turn—when he either succeeds or fails in using the sonic screwdriver as a repelling device again). So in the diagram on the right, no Alien can move into the orange zone when the Doctor is successful. No Alien can get closer than the one at "A". If the Doctor rolls a critical success and rolls a "1", the sonic screwdriver repels Aliens away for 2 squares that turn, and no alien can move into either the orange or pink zones. So in the diagram on the right no Alien can be closer than the one in "B".


This makes the Sonic screwdriver a particularly powerful defensive weapon as people in the repelling zone cannot be grabbed, however Aliens can still bite people in these zones.

If there are any Aliens in these repelling zones when the Doctor makes his roll, the Aliens must move out of the area to the nearest open square. Aliens who have grabbed Marines will drop Marines if in the zone, letting the Marines go free.

If not repelling, the sonic screwdriver can also be used as a weapon as well on the Aliens.



	Red	Red	Red	Red	Red	
	Red	Orange	Orange	Orange	Red	
	Red	Orange	DOCTOR	Orange	A	B
	Red	Orange	Orange	Orange	Red	
	Red	Red	Red	Red	Red	

- Martha is slightly better at medical help (being a doctor) than Dietrich (who is a combat medic). Protecting these characters can help keep your characters alive longer.
 - When playing with the Doctor, using the sonic screwdriver to help protect the marines from getting grabbed (having them stand inside the sonic's safe zone) gives the players a huge advantage, but may see them injured more by bite damage.
 - Having a Marine use a power loader gives the side a strong advantage when trying to eliminate the alien queen.
 - **GAME TIP:** Game Master should move all Aliens on the board first and then roll to see how many new Aliens are generated. Then roll the dice to see where the Aliens are generated from, moving the newly generated Aliens off their generation points one at a time. This way, the GM will know all Aliens on the board have moved.
 - **GAME TIP:** Use rerolls for Smart Machine Guns once you've hit on one die to maximize your chance to kill an Alien (such as when you've rolled a 2-7 rather than a 6-7). It's always best to use a reroll than waste its use.
 - **GAME TIP:** First priority for Marines should be to save grabbed Marines. Save them in turn order so one formerly grabbed Marine can save another grabbed Marine.
- 
- USING THE POWERLOADER IS AN ADVANTAGE



USING THE POWERLOADER IS AN ADVANTAGE WHEN BATTLING THE ALIEN QUEEN

STANDARD ALIENS: COLONIAL MARINES SCENARIO

In a standard scenario for *Aliens: Colonial Marines* the mission includes only the primary 9 Marines:

SGT Apone	CPL Hicks	CPL Dietrich	PFC Hudson	PVT Vasquez
PVT Drake	PVT Frost	PVT Weirzbowski	PVT Crowe	

The Marines have the mission of killing the Alien Queen (and exterminating as many Aliens as they can). There are a total of 140 Aliens in the complex plus the Queen.

The boards are arranged as shown on page 56, with the eggs placed in the hive on board 11, as well as the Alien Queen. Remote Sentry guns are not used in this basic scenario. No other characters are used in the basic scenario, including the Doctor and Martha. The Marines need to infiltrate the hive and kill the Queen to win the game. Returning with all the Marines alive, and killing the Queen, all the Aliens, eggs, and facehuggers would be considered a perfect game.

In general, the Marines only win a game once in every four games (just like the film), and in all our days of playing, we have only ever seen one perfect game.

ALIENS: COLONIAL MARINES MEET THE DOCTOR SCENARIO

In the special Doctor Who-related scenario for *Aliens: Colonial Marines*, the mission includes the following Marine characters and friendlies:

SGT Apone	CPL Hicks	CPL Dietrich	PFC Hudson	PVT Vasquez
PVT Drake	PVT Frost	PVT Weirzbowski	PVT Crowe	WO Ripley

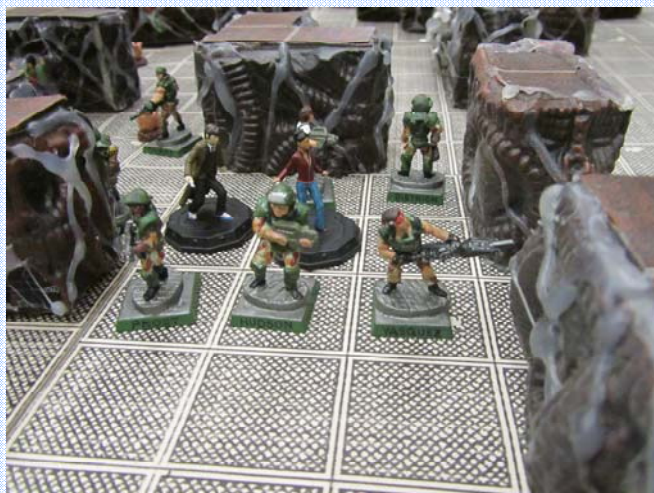
Also in the scenario are the Doctor and Martha. Their characters are unseen until the Marines move into the rooms on the lower side of board 2 (and then they are placed on the game board by the GM). The Doctor and Martha then become playable characters (the players can choose who plays the Time Lord and his companion) as they have landed here in the TARDIS and have stumbled across the Marine's rescue mission:

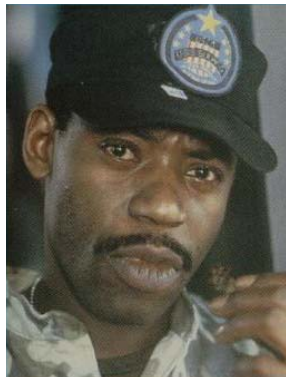
The Doctor	Dr. Martha Jones
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These Marines, along with the Doctor and Martha, have the mission of rescuing the character of Newt who is captured in the Queen's Lair and is located on board 11 (11-A) where the word "newt" is marked. To be successful and win the game, the Marines must rescue Newt and return her to the APC. As with the standard scenario there are 140 Aliens in the complex plus the Queen. However, killing the Queen or any of the Aliens is not a part of the victory condition, but if the players do it will make the victory all that more sweet.

As with the standard scenario, the boards are arranged as shown on page 56, with the eggs placed in the hive on board 11, as well as the Alien Queen. Remote Sentry guns are not used in this scenario. The Marines need to infiltrate the hive and rescue Newt and return her to the APC to win the game. Returning with Newt, all the Marines alive, the Doctor and Martha alive, and killing the Queen, all the Aliens, eggs, and facehuggers would be considered a perfect game.

In this scenario, the Doctor and Martha, as well as the addition of the character of Ripley in the scenario, increases the player's chances of victory. However, the players find them selves the winners of the game only about one in every three games. The Aliens are truly difficult adversaries.

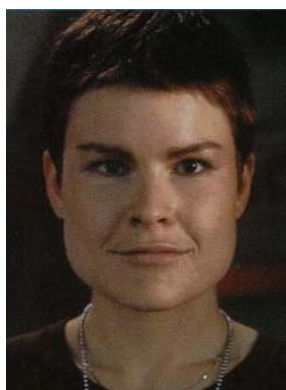




Sergeant First Class A. APONE				MOVE	4	RUN		6
ARMOR	2	1	HITPOINTS					
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)		DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	2	4 or LESS		L	HTH
VP-70 Pistol			8	2	4 or LESS		L	HTH
M-41A Pulse Rifle			25	3	4 or LESS		L	
M-40 Grenade Launcher			15	2	4 or LESS		H	B
EQUIPMENT			EFFECT					
I. R. Sights			No Effect					
Binoculars			No Effect (indoors)					
Cigar			Causes lip cancer					



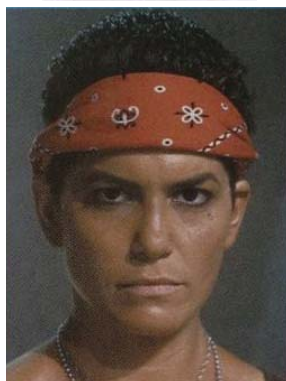
Corporal DWAYNE HICKS				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	2	4 or LESS	L	HTH
Shotgun			10	3	4 or LESS	L	HTH
M-41A Pulse Rifle			25	3	4 or LESS	L	
M-40 Grenade Launcher			15	2	4 or LESS	H	B
EQUIPMENT		EFFECT					
I. R. Sights		No Effect					
Motion Detector		May reroll one die per shot with rifle					
Welder		May weld open/shut doors, lose one action					



Corporal C. DEITRICH				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	1	4 or LESS	L	HTH
VP-70 Pistol			8	2	4 or LESS	L	HTH
M-41A Pulse Rifle			8	2	4 or LESS	H	F
EQUIPMENT			EFFECT				
I. R. Sights			No Effect				
Medical Kit			Heal hitpoints on a 3 or less, lose one action				



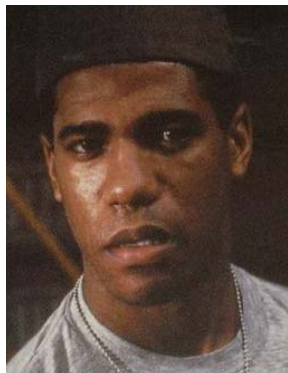
Private First Class W. HUDSON				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON				RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D) SPECIAL (S)
Hand to Hand Combat				0	1	4 or LESS	L HTH
M-41A Pulse Rifle				25	3	4 or LESS	L
M-40 Grenade Launcher				15	2	4 or LESS	H B
EQUIPMENT				EFFECT			
Motion Detector				May reroll one die per shot with rifle			
Welder				May weld open/shut doors, lose one action			
Computer Bypass				No extra cost to open regular doors			



Private J. VASQUEZ				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON				RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D) SPECIAL (S)
Hand to Hand Combat				0	2	4 or LESS	L HTH
VP-70 Pistol				8	2	4 or LESS	L HTH
Smart Machine Gun				36	2	4 or LESS	2xL / H M
EQUIPMENT				EFFECT			
I. R. Sights				No Effect			
Smart Gun Sight				May reroll one die per turn with smart gun			
Welder				May weld open/shut doors, lose one action			



Private M. DRAKE				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON				RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D) SPECIAL (S)
Hand to Hand Combat				0	1	4 or LESS	L HTH
VP-70 Pistol				8	2	4 or LESS	L HTH
Smart Machine Gun				36	2	4 or LESS	2xL / H M
Flame Thrower Unit				8	2	4 or Less	H F
EQUIPMENT				EFFECT			
I. R. Sights				No Effect			
Smart Gun Sight				May reroll one die per turn with smart gun			



Private R. FROST				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON	RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)		
Hand to Hand Combat	0	1	4 or LESS	L	HTH		
VP-70 Pistol	8	2	4 or LESS	L	HTH		
Flame Thrower Unit	8	2	4 or LESS	H	F		
EQUIPMENT	EFFECT						
I. R. Sights	No Effect						
Welder	May weld open/shut doors, lose one action						
Computer Bypass	No extra cost to open regular doors						



Private T. WIERZBOWSKI				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON	RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)		
Hand to Hand Combat	0	1	4 or LESS	L	HTH		
Flame Thrower Unit	8	2	4 or LESS	H	F		
M-41A Pulse Rifle	25	3	4 or LESS	L			
M-40 Grenade Launcher	15	2	4 Or LESS	H	B		
EQUIPMENT	EFFECT						
I. R. Sights	No Effect						
Welder	May weld open/shut doors, lose one action						



Private T. CROWE				MOVE	4	RUN	6
ARMOR	2	1	HITPOINTS				
WEAPON	RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)		
Hand to Hand Combat	0	1	4 or LESS	L	HTH		
VP-70 Pistol	8	2	4 or LESS	L	HTH		
M-41A Pulse Rifle	25	3	4 or LESS	L			
M-40 Grenade Launcher	15	2	4 or Less	H	B		
EQUIPMENT	EFFECT						
I. R. Sights	No Effect						
Motion Detector	May reroll one die per shot with rifle						
Computer Bypass	No extra cost to open regular doors						



Lieutenant S. GORMAN				MOVE	4	RUN	6
ARMOR			HITPOINTS				
WEAPON	RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)		
Hand to Hand Combat	0	1	4 or LESS	L	HTH		
VP-70 Pistol	8	2	4 or LESS	L	HTH		
M-41A Pulse Rifle	25	3	4 or LESS	L			
M-40 Grenade Launcher	15	2	4 Or LESS	H	B		
EQUIPMENT	EFFECT						
I. R. Sights	No Effect						
Binoculars	No Effect (indoors)						

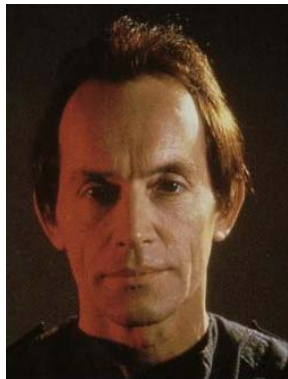


Corporal C. FERRO				MOVE	4	RUN	6
ARMOR			HITPOINTS				
WEAPON	RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)		
Hand to Hand Combat	0	1	4 or LESS	L	HTH		
VP-70 Pistol	8	2	4 or LESS	L	HTH		
M-41A Pulse Rifle	25	3	4 or LESS	L			
M-40 Grenade Launcher	15	2	4 Or LESS	H	B		
EQUIPMENT	EFFECT						
I. R. Sights	No Effect						
Computer Bypass	No extra cost to open regular doors						



Private D. SPUNKMEYER				MOVE	4	RUN	6
ARMOR			HITPOINTS				
WEAPON	RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)		
Hand to Hand Combat	0	1	4 or LESS	L	HTH		
VP-70 Pistol	8	2	4 or LESS	L	HTH		
Flame Thrower Unit	8	2	4 or LESS	H	F		
EQUIPMENT	EFFECT						
I. R. Sights	No Effect						
Power Loader Training	Add +1 Die to Power Loader attack						





Synthetic L. BISHOP				MOVE	5	RUN	7
ARMOR			HITPOINTS				
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	2	4 or LESS	L	HTH
Knife [must roll for acid effect on kills]			1	4	4 Or LESS	L	HTH
EQUIPMENT			EFFECT				
Flashlight			No Effect				
Computer Bypass			No extra cost to open regular doors				
Synthetic Life Form			Aliens will not grab, only bite (to disable)				



Warrant Officer ELLEN RIPLEY				MOVE	5	RUN		7
ARMOR			HITPOINTS					
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)		DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	1	4 or LESS		L	HTH
Flame Thrower Unit			8	2	4 or LESS		H	F
M-41A Pulse Rifle			25	3	4 or LESS		L	
M-40 Grenade Launcher			15	2	4 Or LESS		H	B
EQUIPMENT			EFFECT					
Combat Ability			May reroll one die per shot with rifle					
Power Loader Training			Add +1 die to Power Loader attack					



CARTER BURKE					MOVE	5	RUN	7
ARMOR			HITPOINTS					
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)		DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	1	4 or LESS		L	HTH
VP-70 Pistol			8	2	4 or LESS		L	HTH
EQUIPMENT			EFFECT					



REBECCA "NEWT" JORDAN				MOVE	5	RUN		7
ARMOR			HITPOINTS					
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)		SPECIAL (S)
Hand to Hand Combat			0	1	4 or LESS	L		HTH
EQUIPMENT			EFFECT					
Area Familiarity			Characters within 3 spaces of Newt get an extra 1 space of movement					
Dodge Alien			If grabbed by alien, newt can roll 3 or less to escape					



THE DOCTOR				MOVE	5	RUN	7
ARMOR			HITPOINTS				
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)	DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	2	4 or LESS	L	HTH
Sonic Screwdriver (if not repelling)			3	3	4 Or LESS	L	HTH
EQUIPMENT			EFFECT				
Sonic Screwdriver			- Repel Aliens 1 square on 3 or less (2 squares on crit) until Doctor's next turn				
			- No extra cost to open regular doors				
			- May weld open/shut doors, lose one action				



DR. MARTHA JONES				MOVE	5	RUN		7
ARMOR			HITPOINTS					
WEAPON			RANGE (R)	DICE (#)	TO HIT (T)		DAMAGE (D)	SPECIAL (S)
Hand to Hand Combat			0	1	4 or LESS		L	HTH
VP-70 Pistol*			8	2	4 or LESS		L	HTH
M-41A Pulse Rifle*			25	3	4 or LESS		L	
M-40 Grenade Launcher*			15	2	4 or Less		H	B
EQUIPMENT			EFFECT					
Medical Training			Heal hitpoints on a 4 or less, lose one action					
*Use Pistol/Rifle			Only once a marine is lost (grabbed or killed)					



ALIENS: COLONIAL MARINES GAME BOARD ASSEMBLY

The boards for Aliens: Colonial Marines are included on the following pages.

Print out each of the following pages of game board sections. Four sections make a single game board when assembled in the pattern on the right.

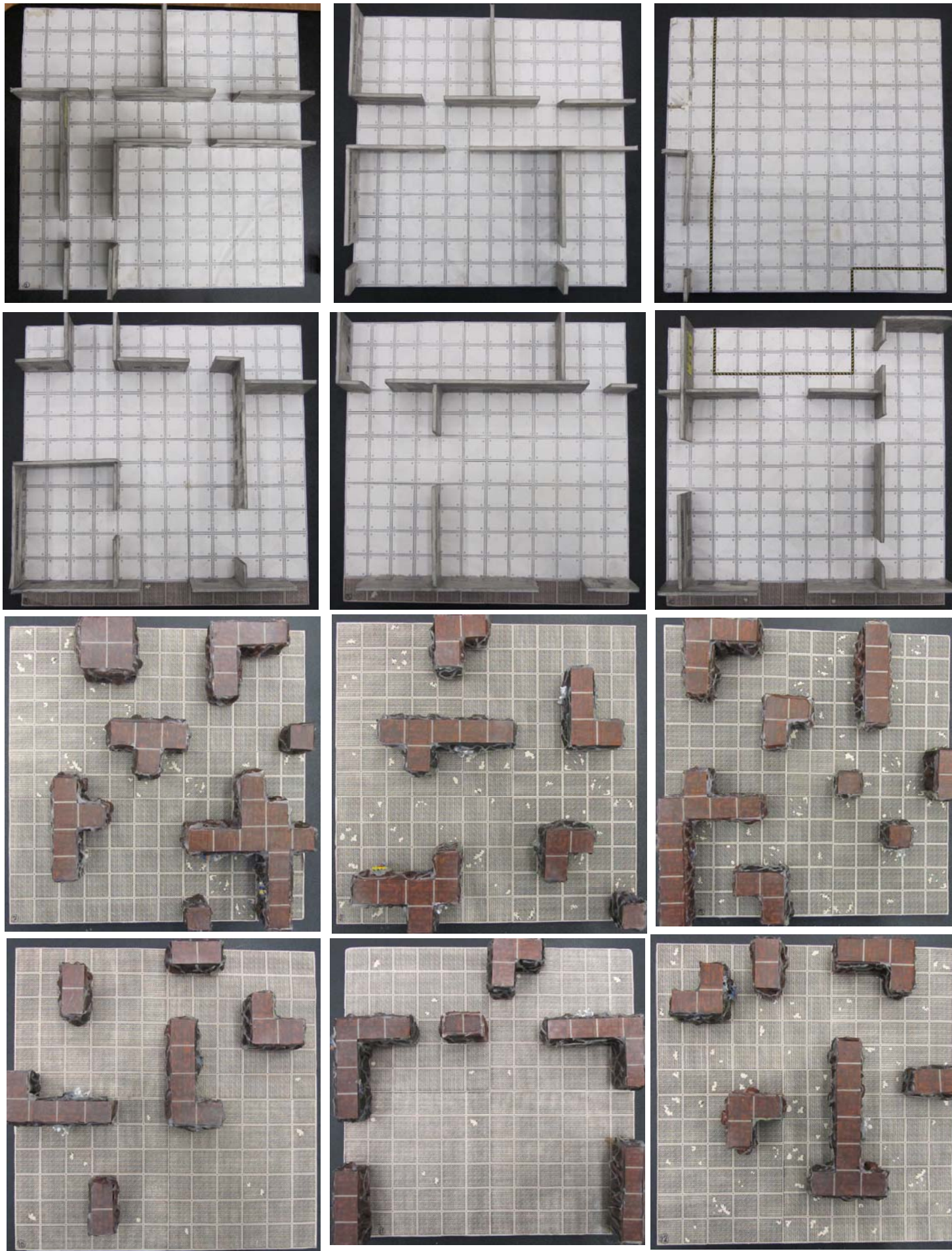
Each board once assembled is one foot square, with there being 12 squares vertical and 12 squares horizontal on each board (12" x 12")— as each square is one inch large. (In metric, this means that boards should be 30.48cm x 30.48cm). We recommend gluing the game board sections to something such as foam core, though you can keep it simple and simply tape the sections together with cello-tape.

1-A	1-B
1-C	1-D

GAME BOARD # 1

The final game assembles the 12 game boards in the following manner:

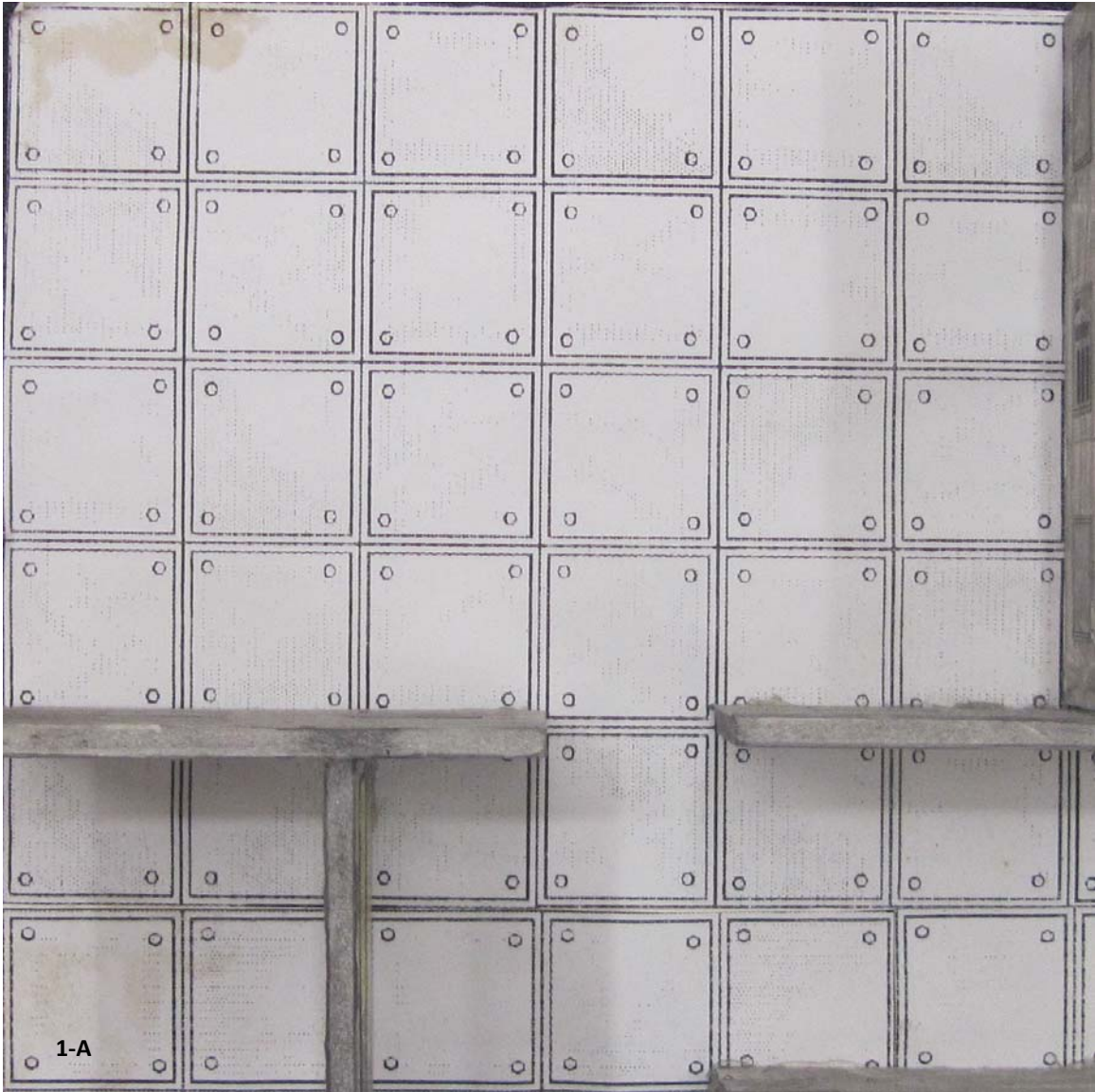
1-A	1-B	2-A	2-B	3-A	3-B
1-C	1-D	2-C	2-D	3-C	3-D
4-A	4-B	5-A	5-B	6-A	6-B
4-C	4-D	5-C	5-D	6-C	6-D
7-A	7-B	8-A	8-B	9-A	9-B
7-C	7-D	8-C	8-D	9-C	9-D
10-A	10-B	11-A	11-B	12-A	12-B
10-C	10-D	11-A	11-B	12-C	12-D



BOARD LAYOUTS OF ALL 12 REGULAR BOARDS

This is shown to help Game Masters determine wall placements when assembling the map boards.

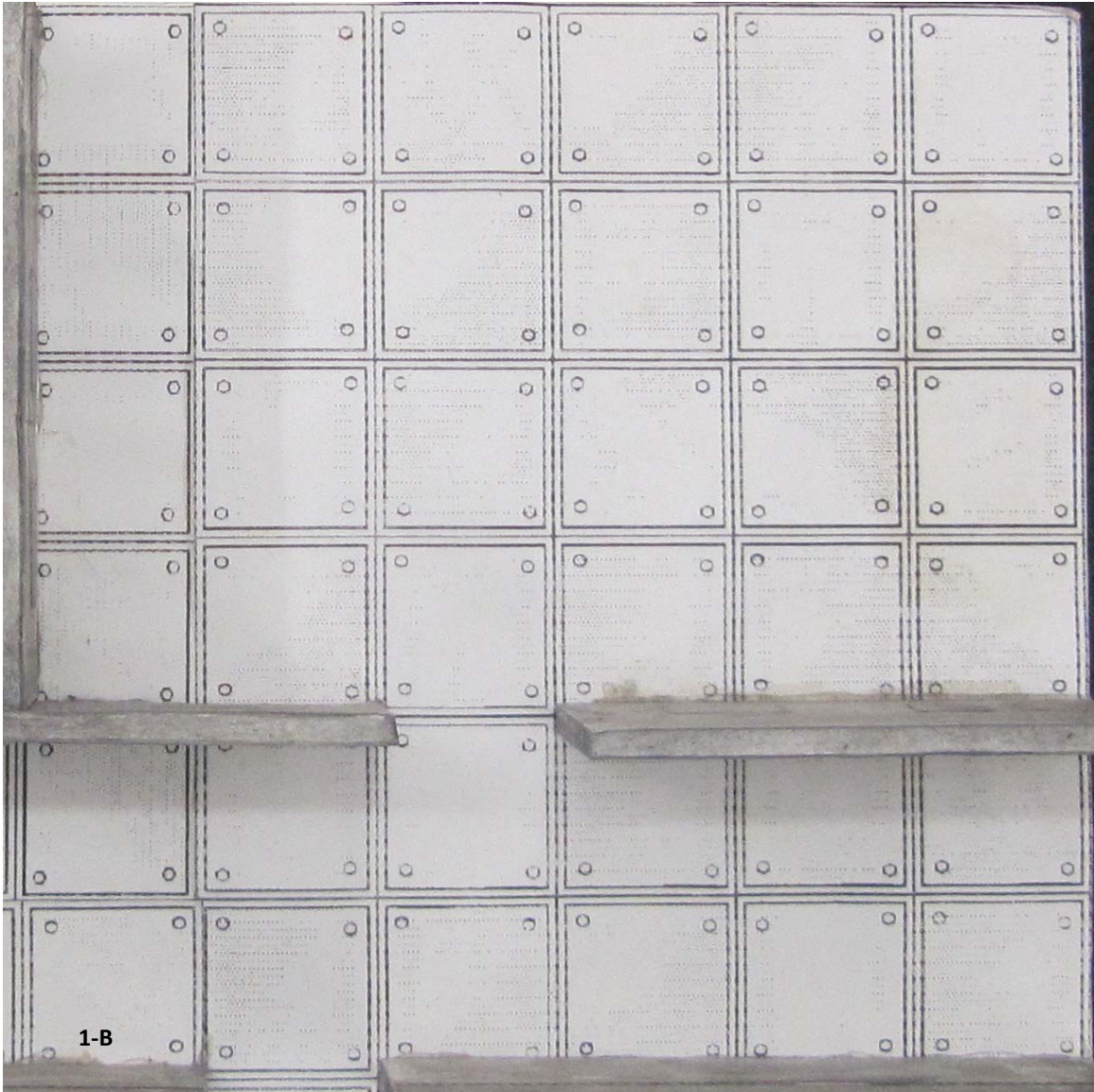
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 1-A



1-A	1-B
1-C	1-D

1-A					

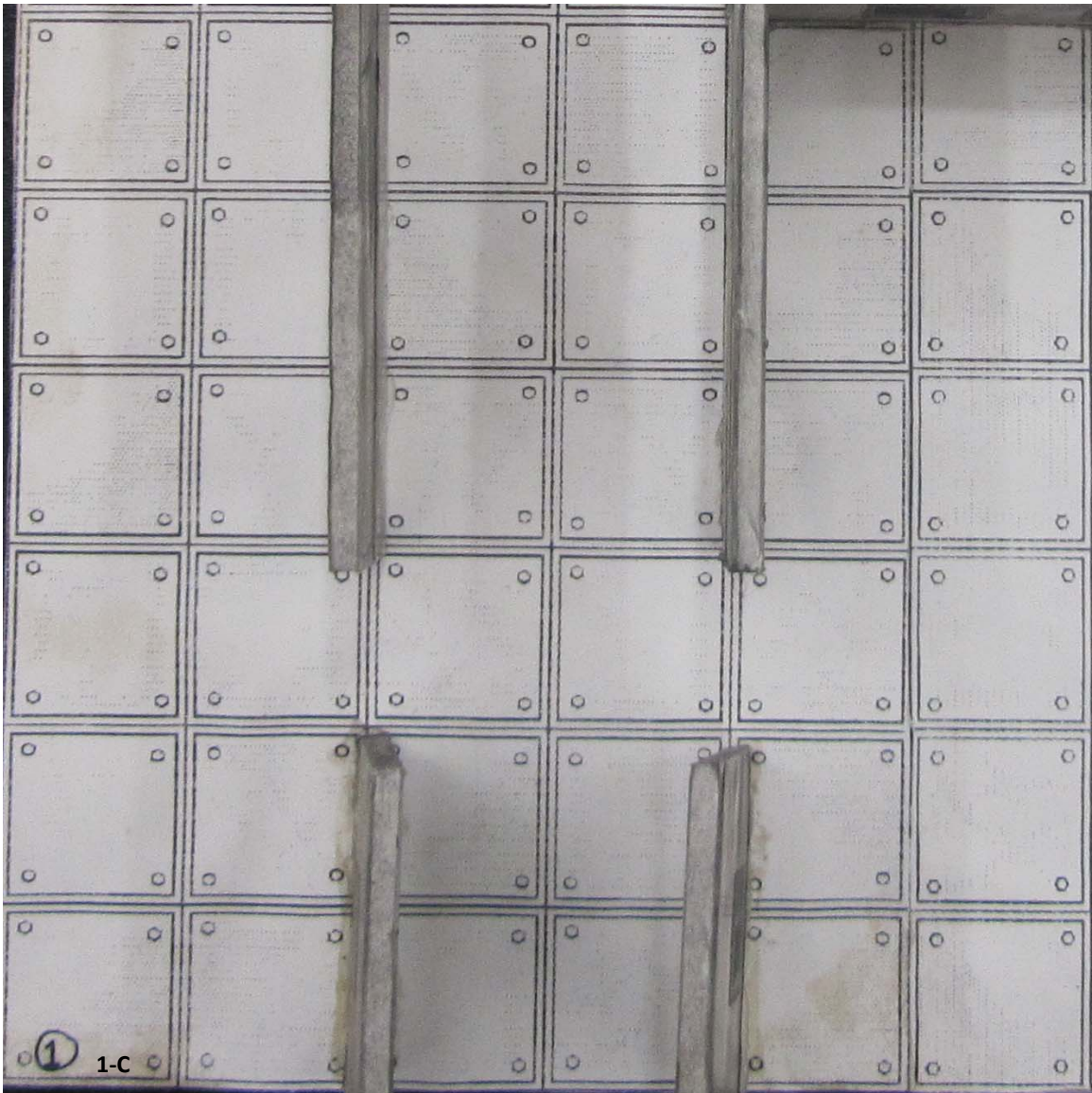
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 1-B



1-A	1-B
1-C	1-D

1-B					

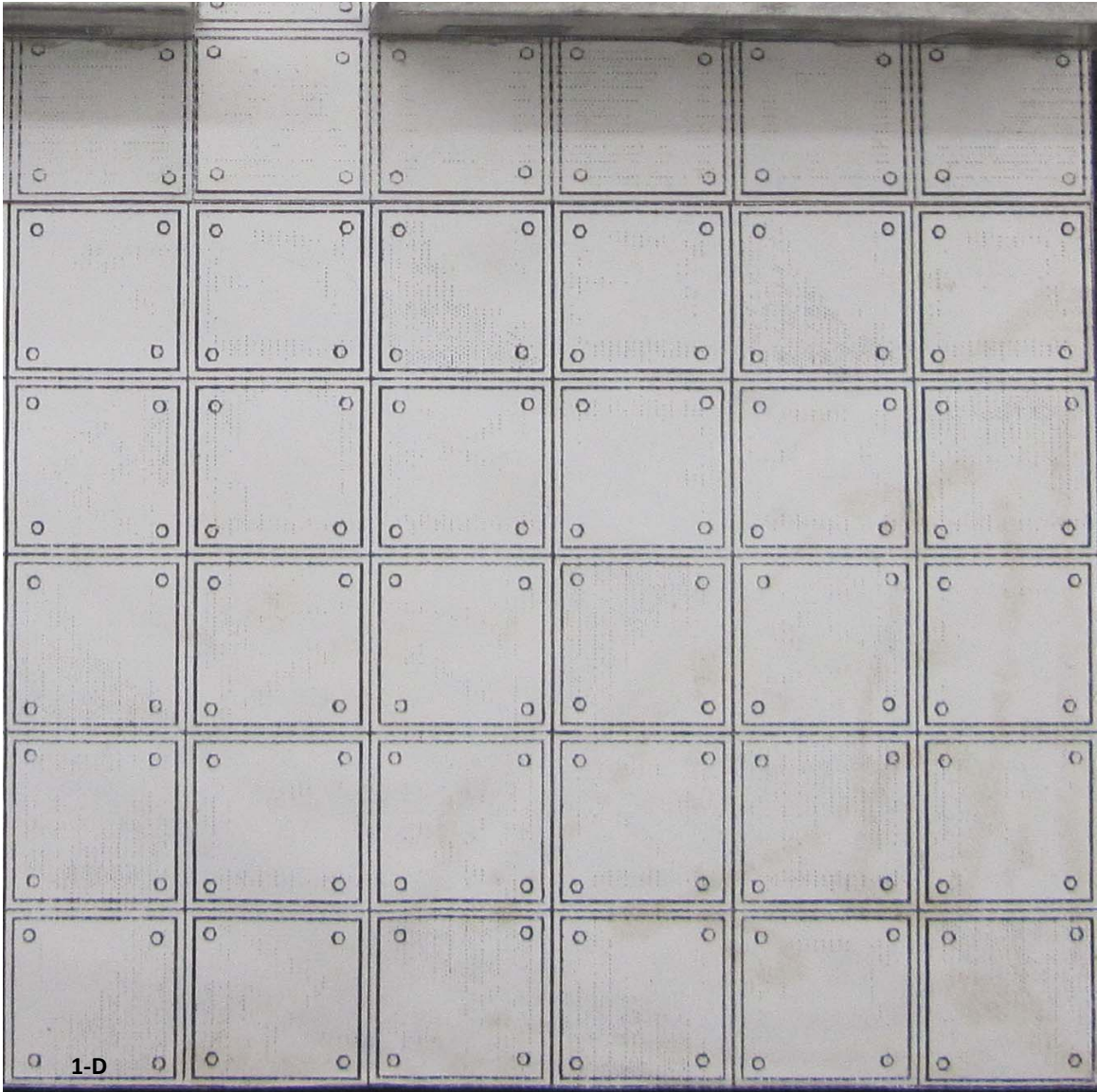
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 1-C



1-A	1-B
1-C	1-D

1-C					

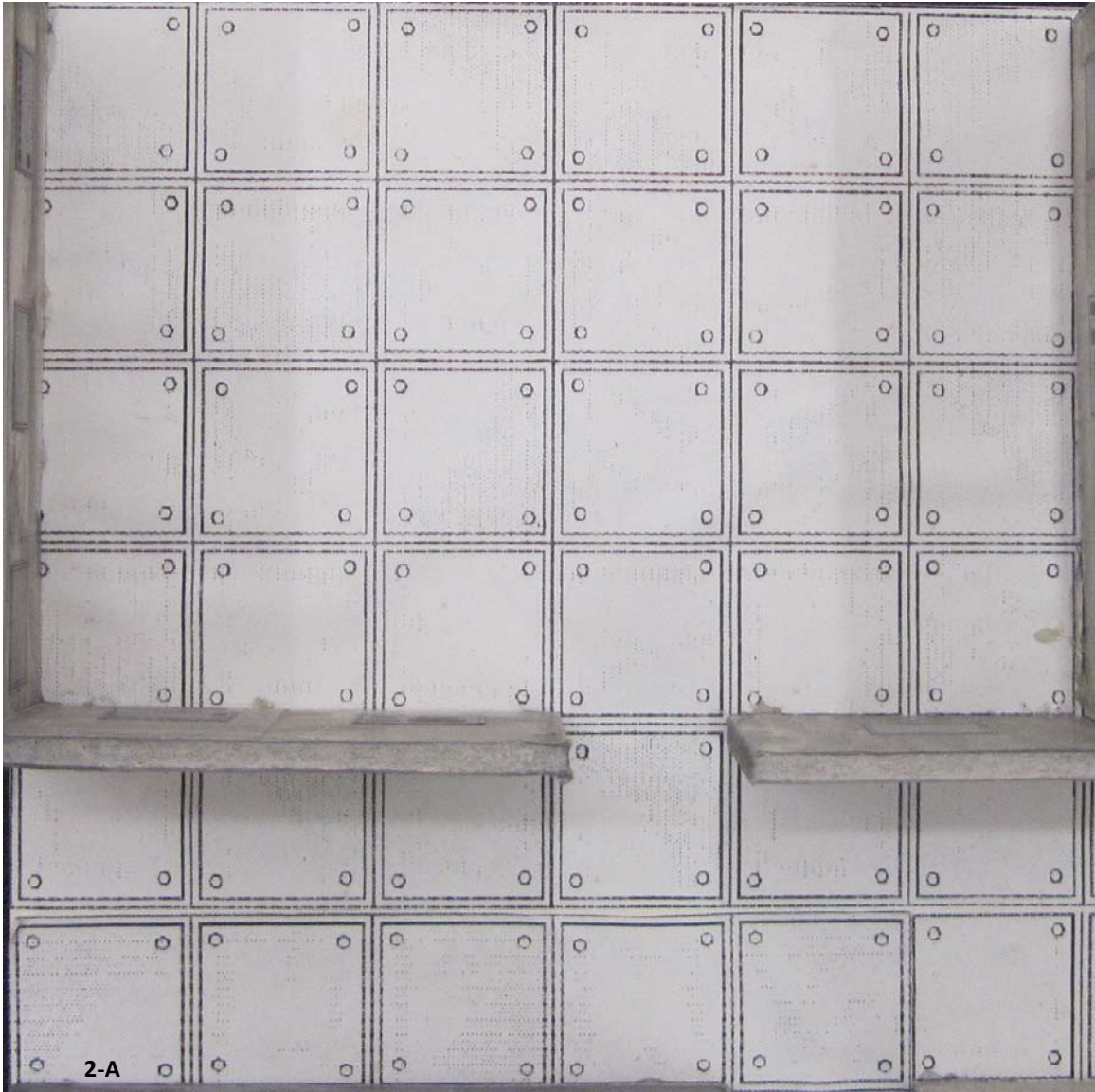
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 1-D



1-A	1-B
1-C	1-D

1-D					

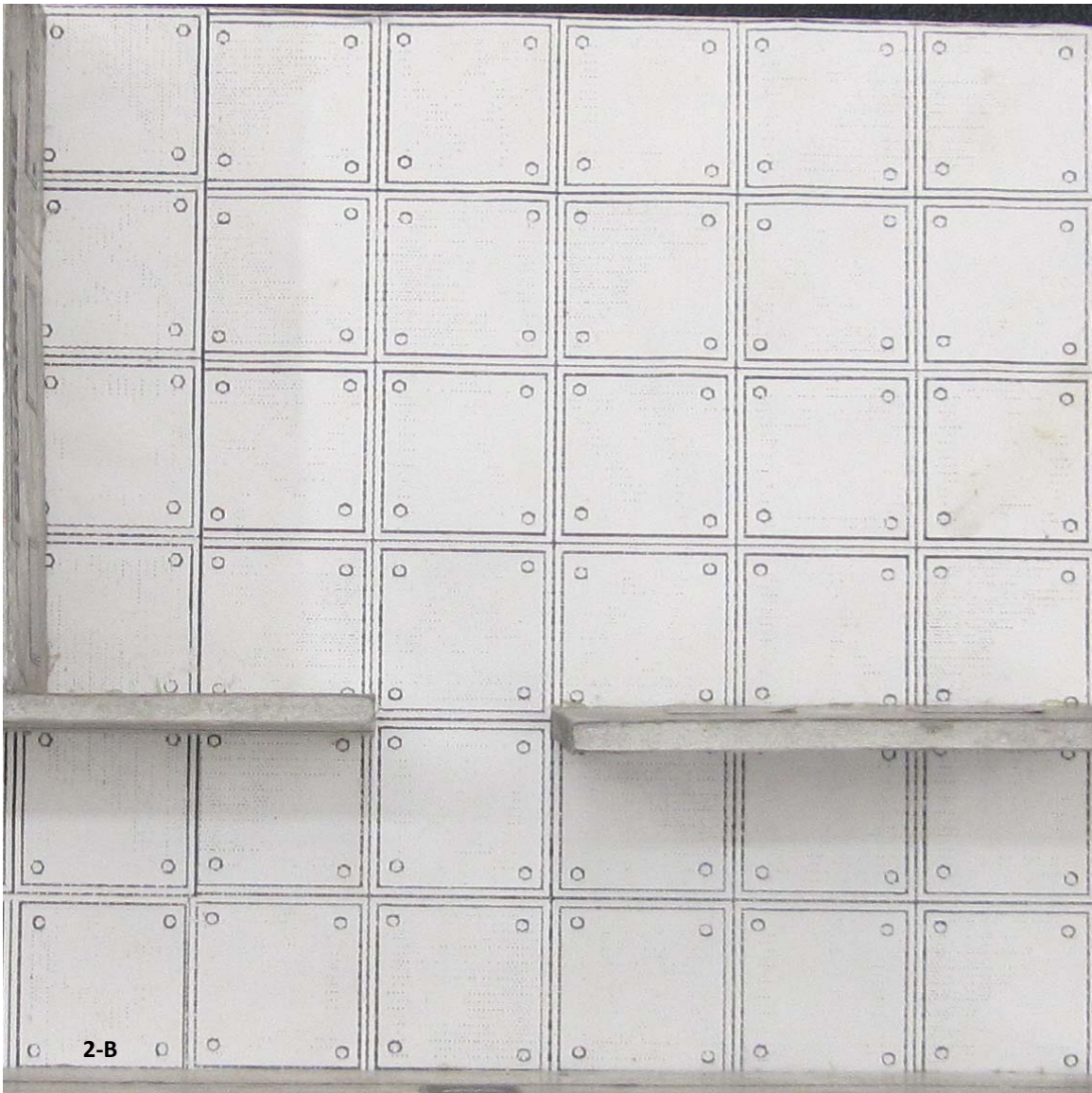
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 2-A



2-A	2-B
2-C	2-D

2-A					

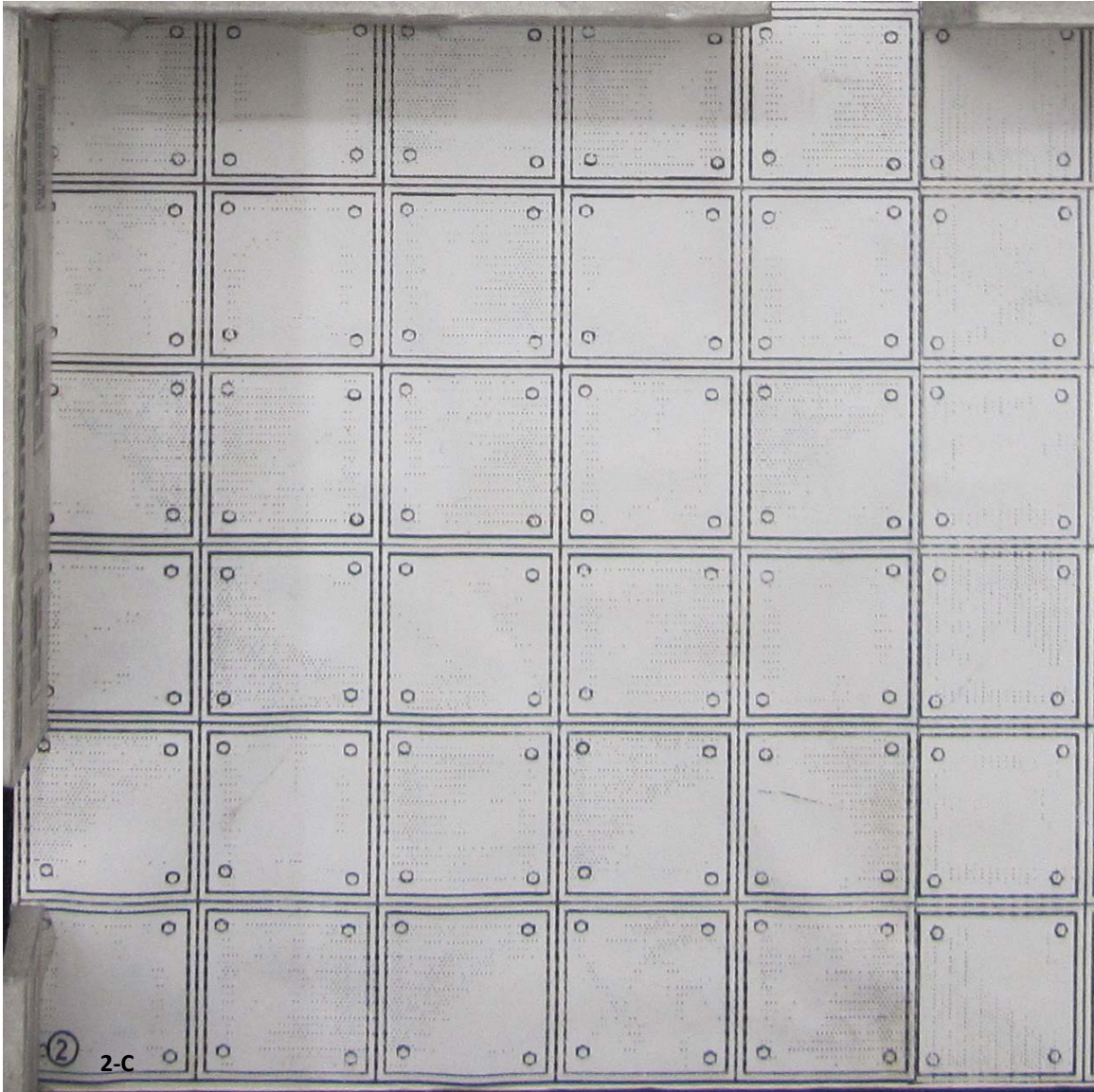
**ALIENS: COLONIAL MARINES
GAME BOARD SECTION 2-B**



2-A	2-B
2-C	2-D

2-B					

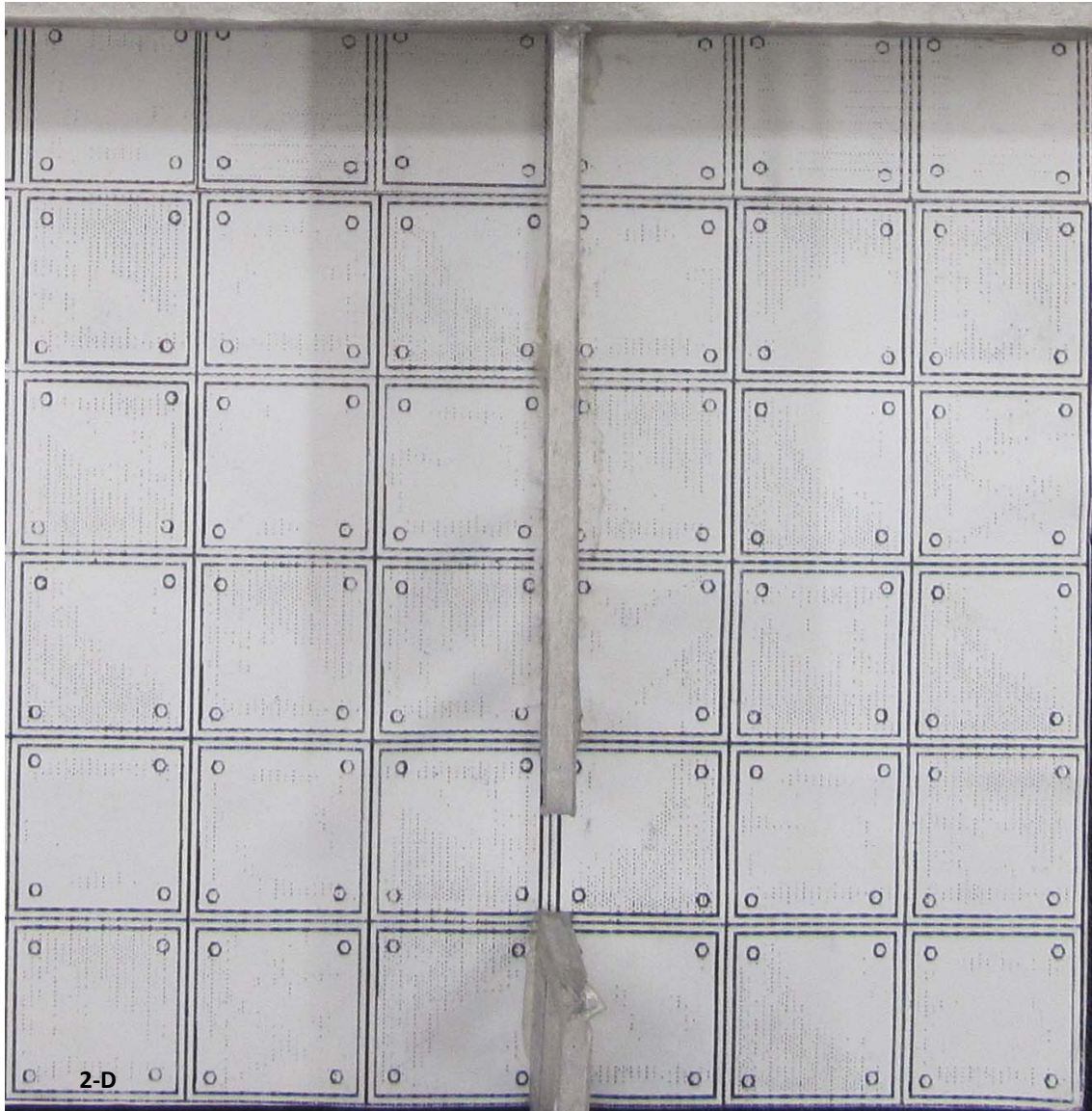
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 2-C



2-A	2-B
2-C	2-D

2-C					

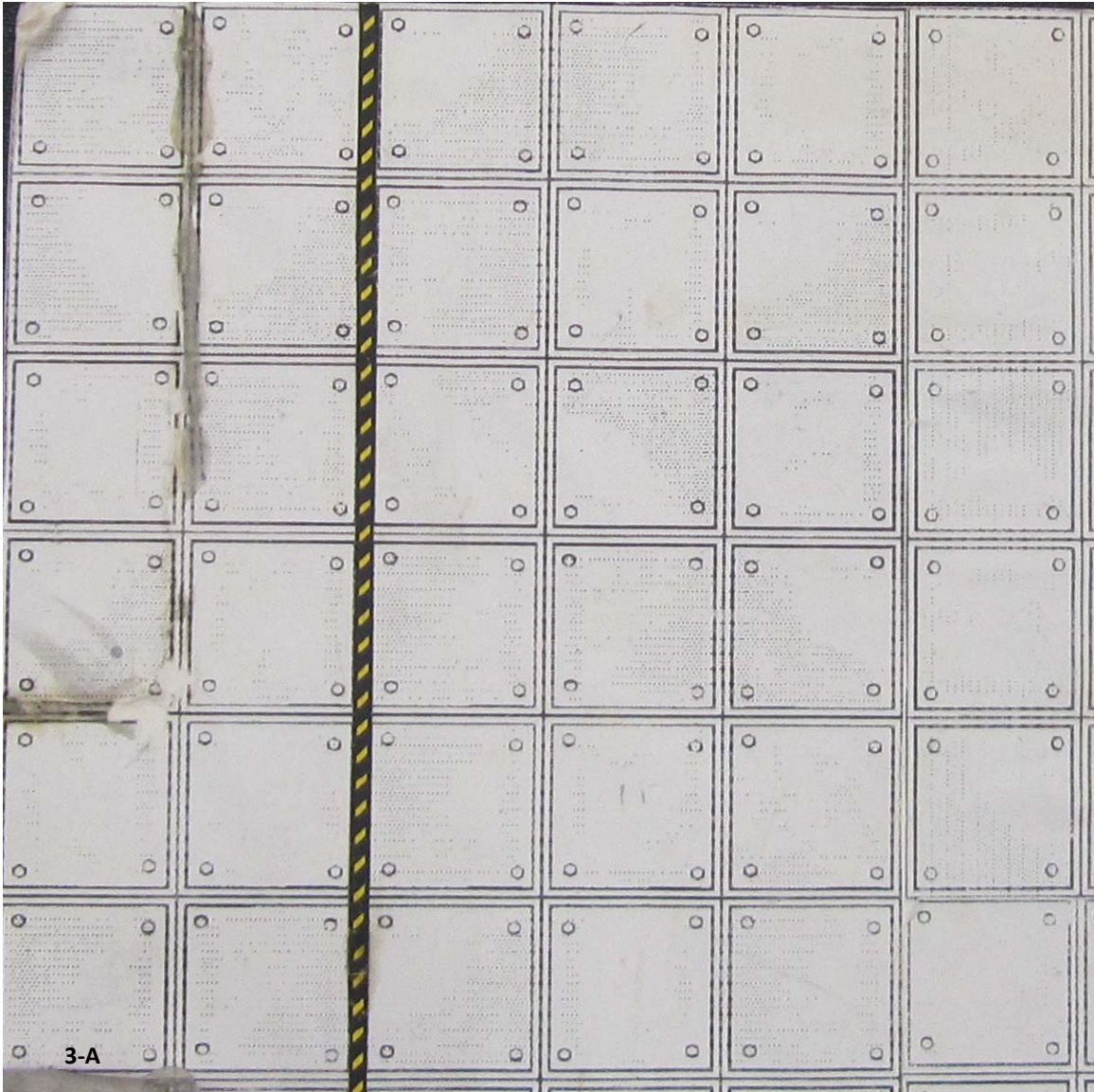
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 2-D



2-A	2-B
2-C	2-D

2-D					

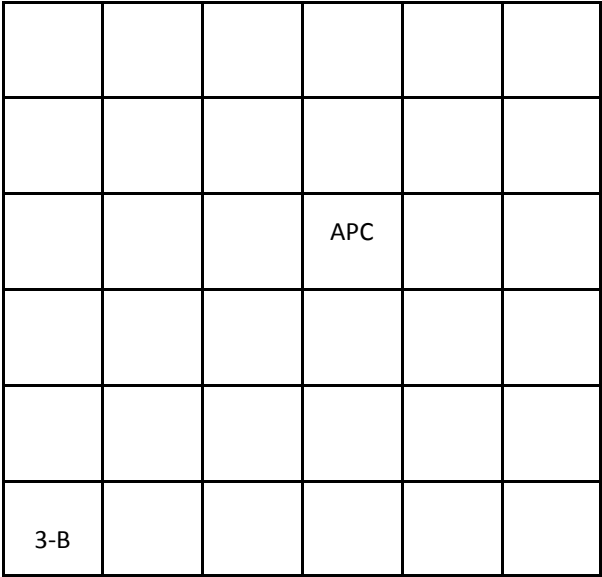
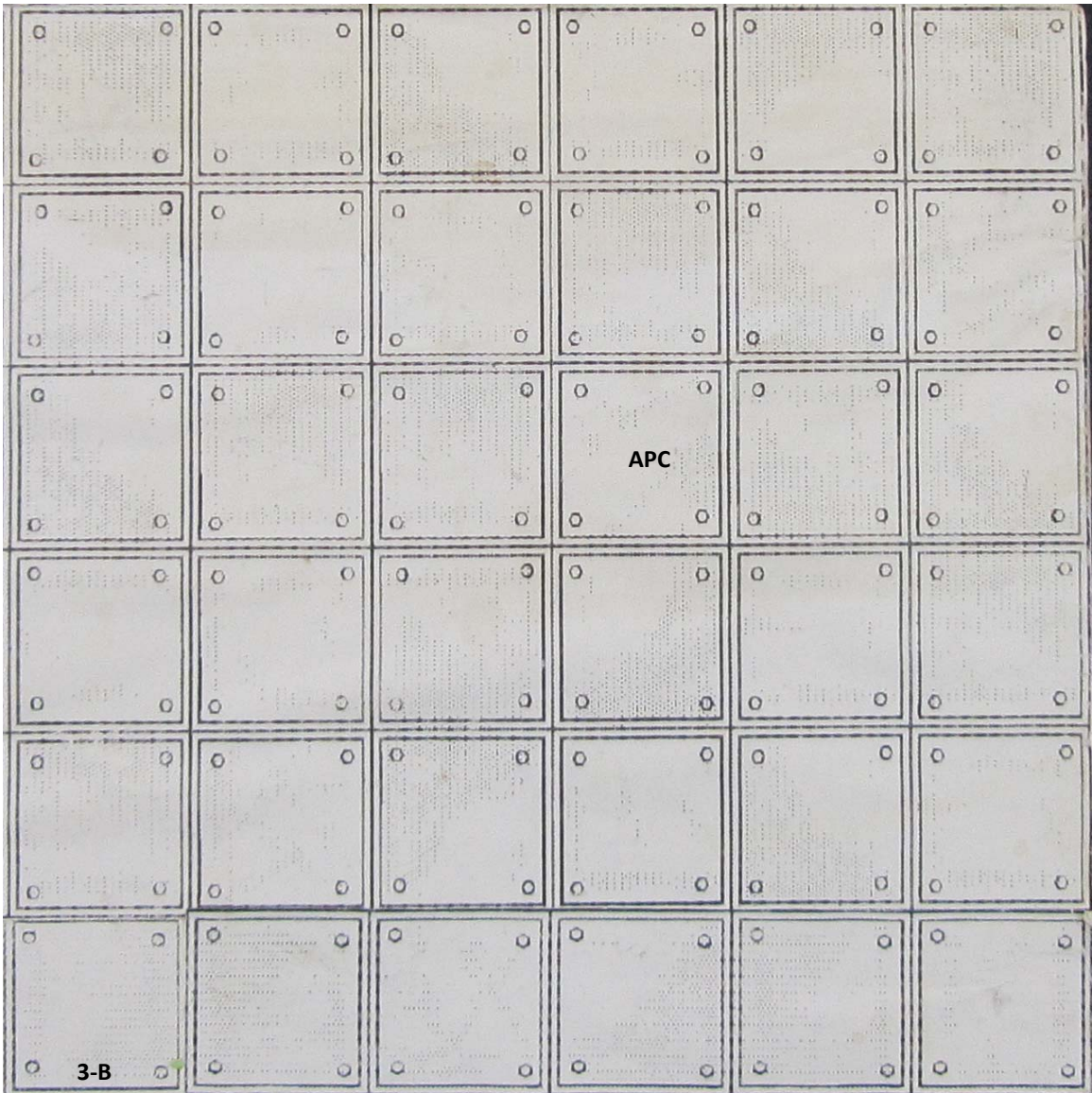
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 3-A



3-A	3-B
3-C	3-D

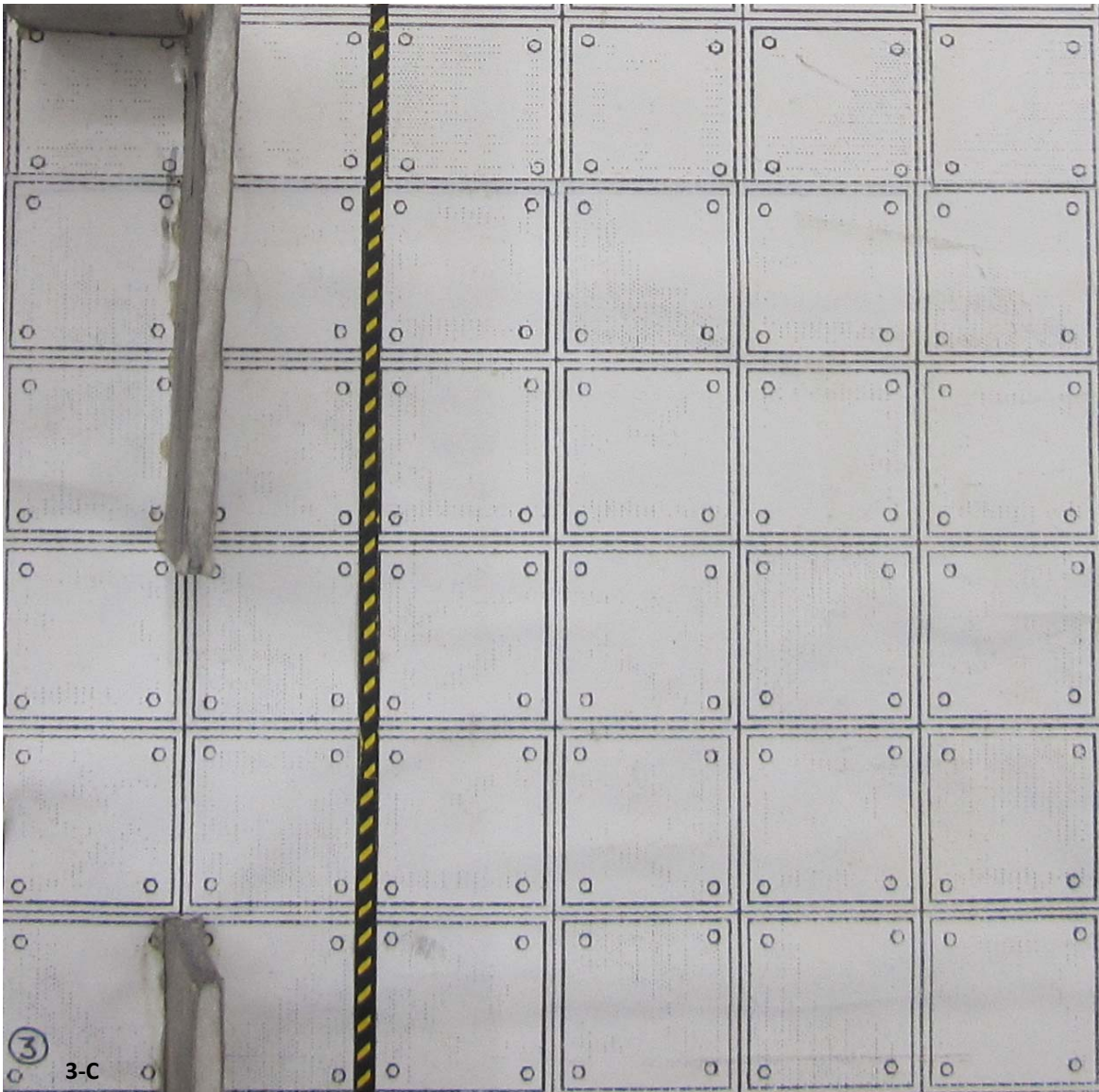
3-A					

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 3-B



3-A	3-B
3-C	3-D

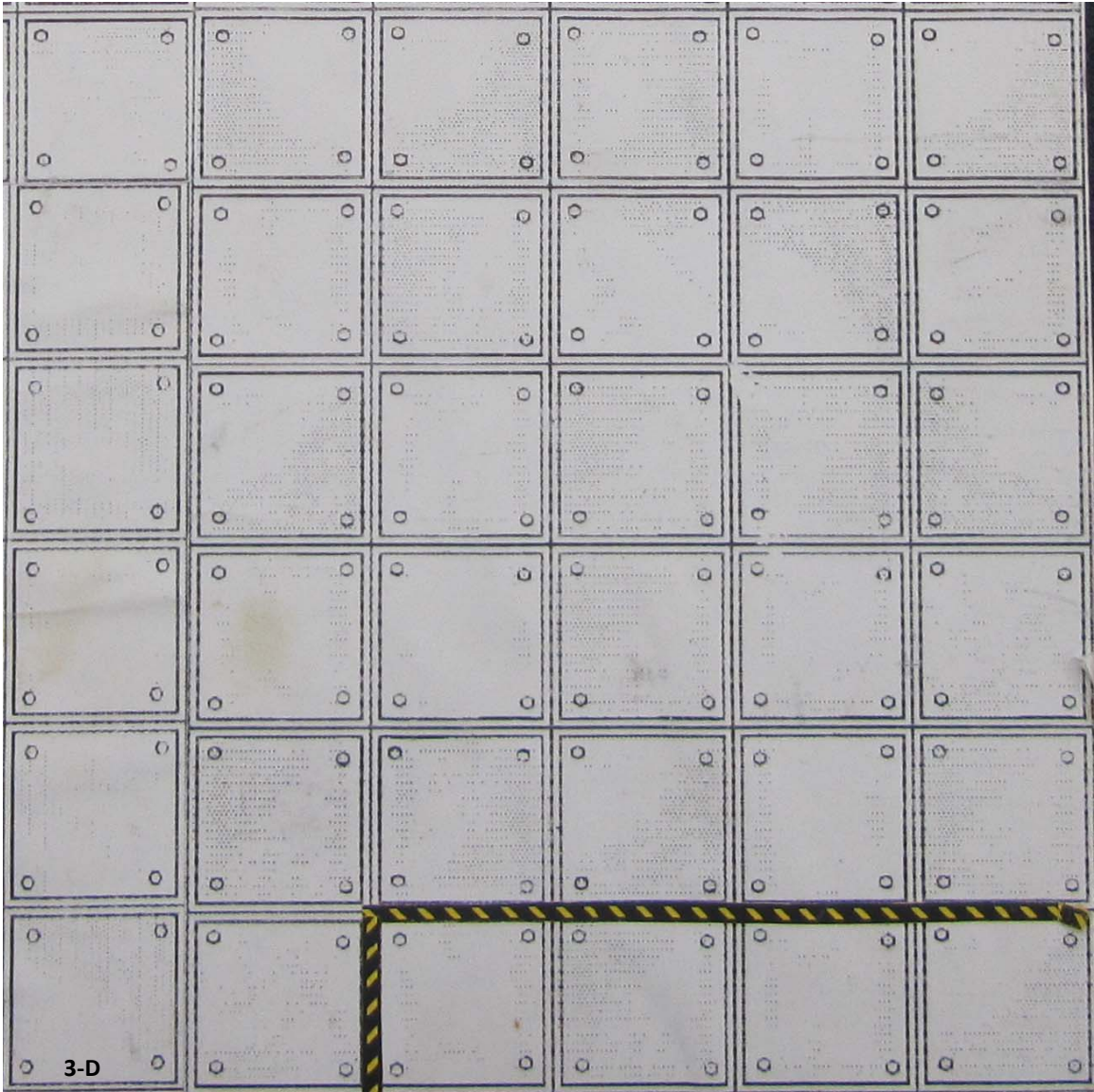
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 3-C



3-A	3-B
3-C	3-D

3-C					

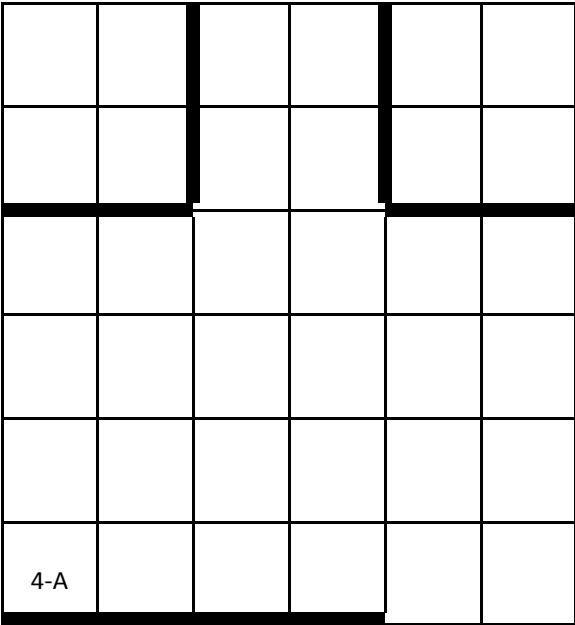
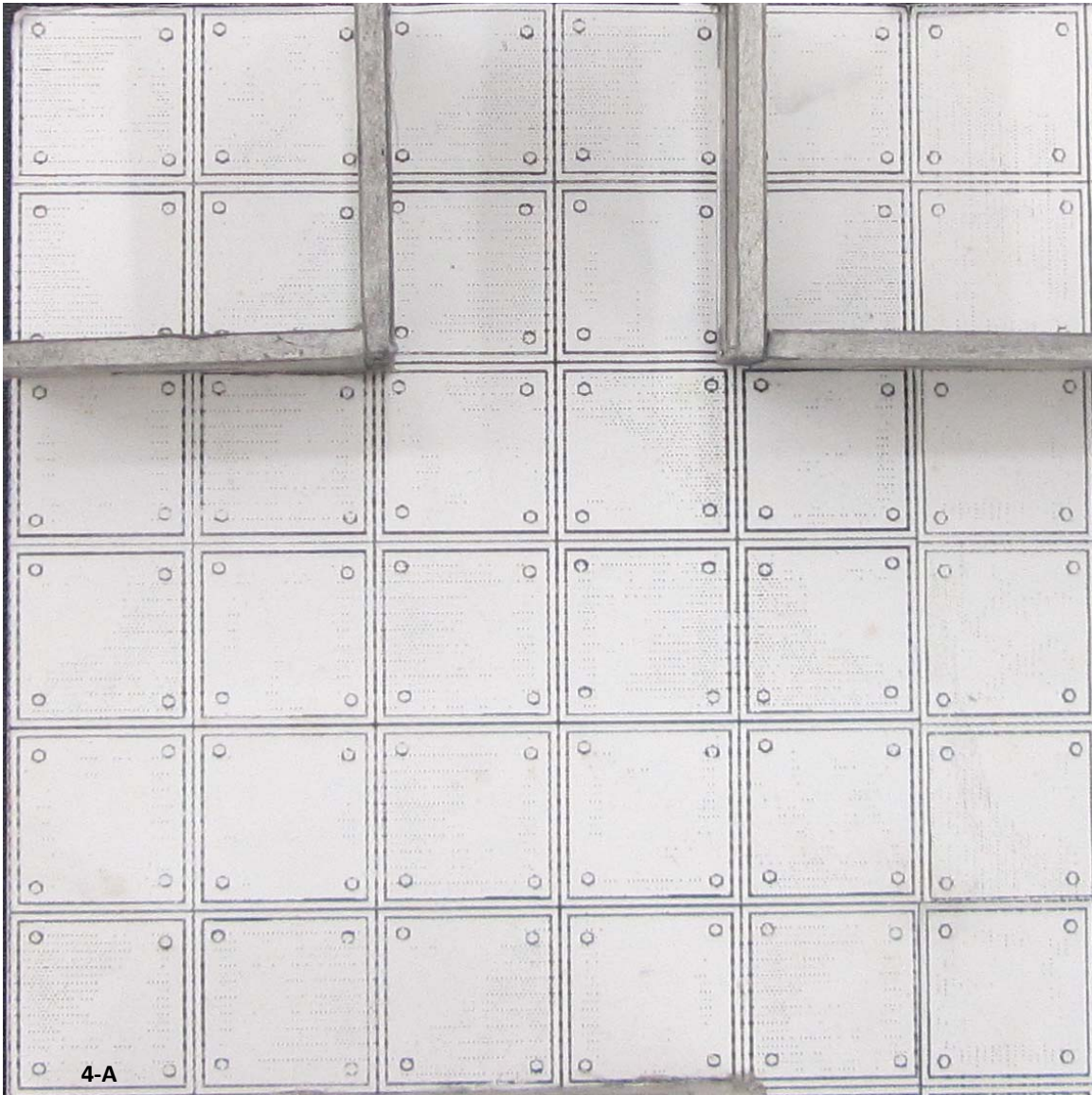
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 3-D



3-A	3-B
3-C	3-D

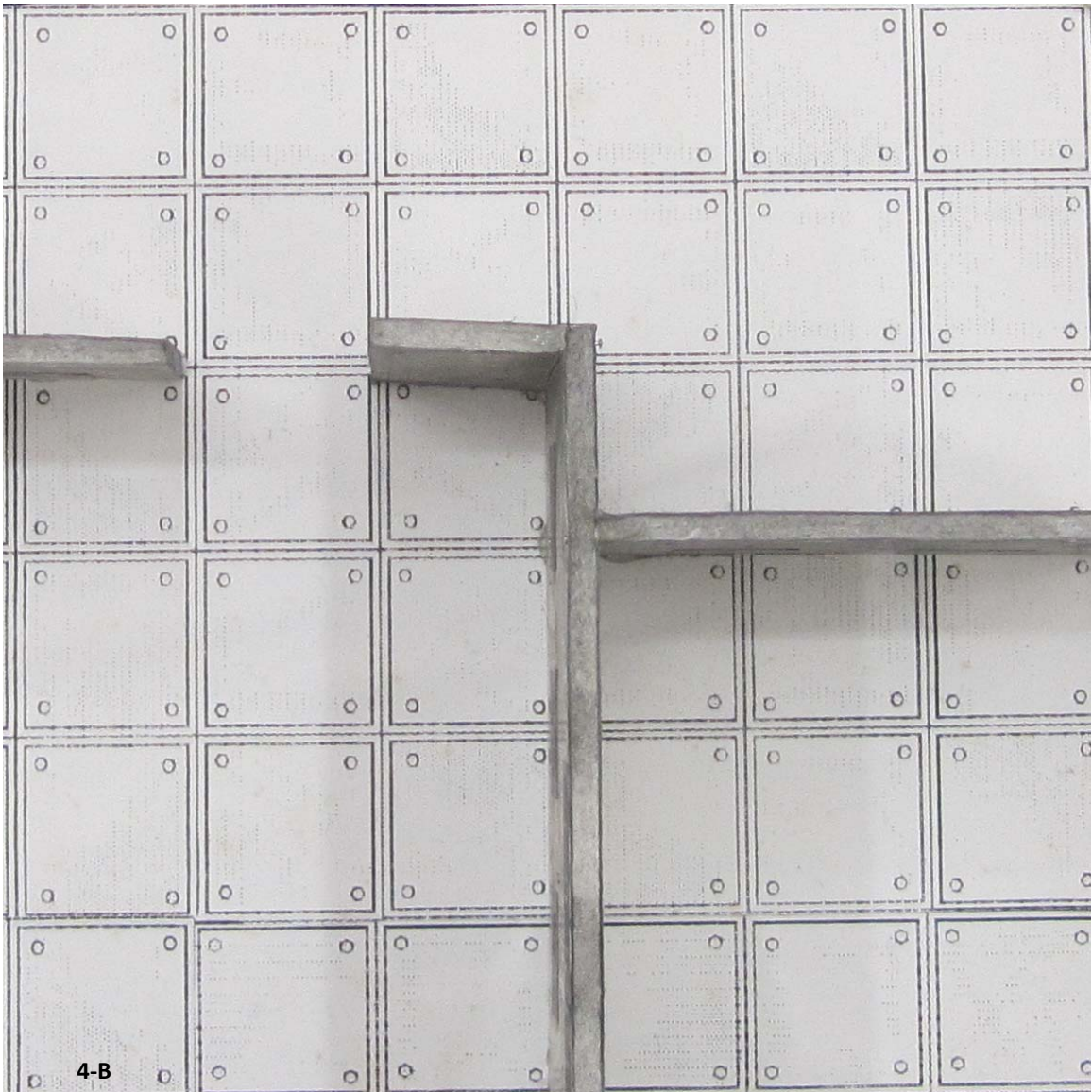
3-D					

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 4-A



4-A	4-B
4-C	4-D

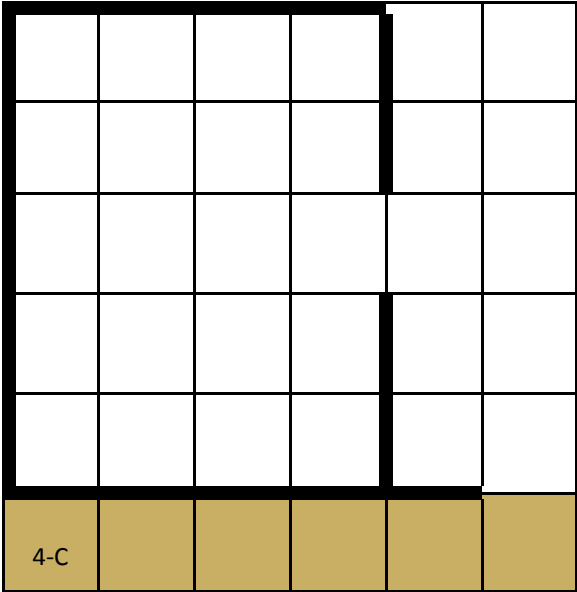
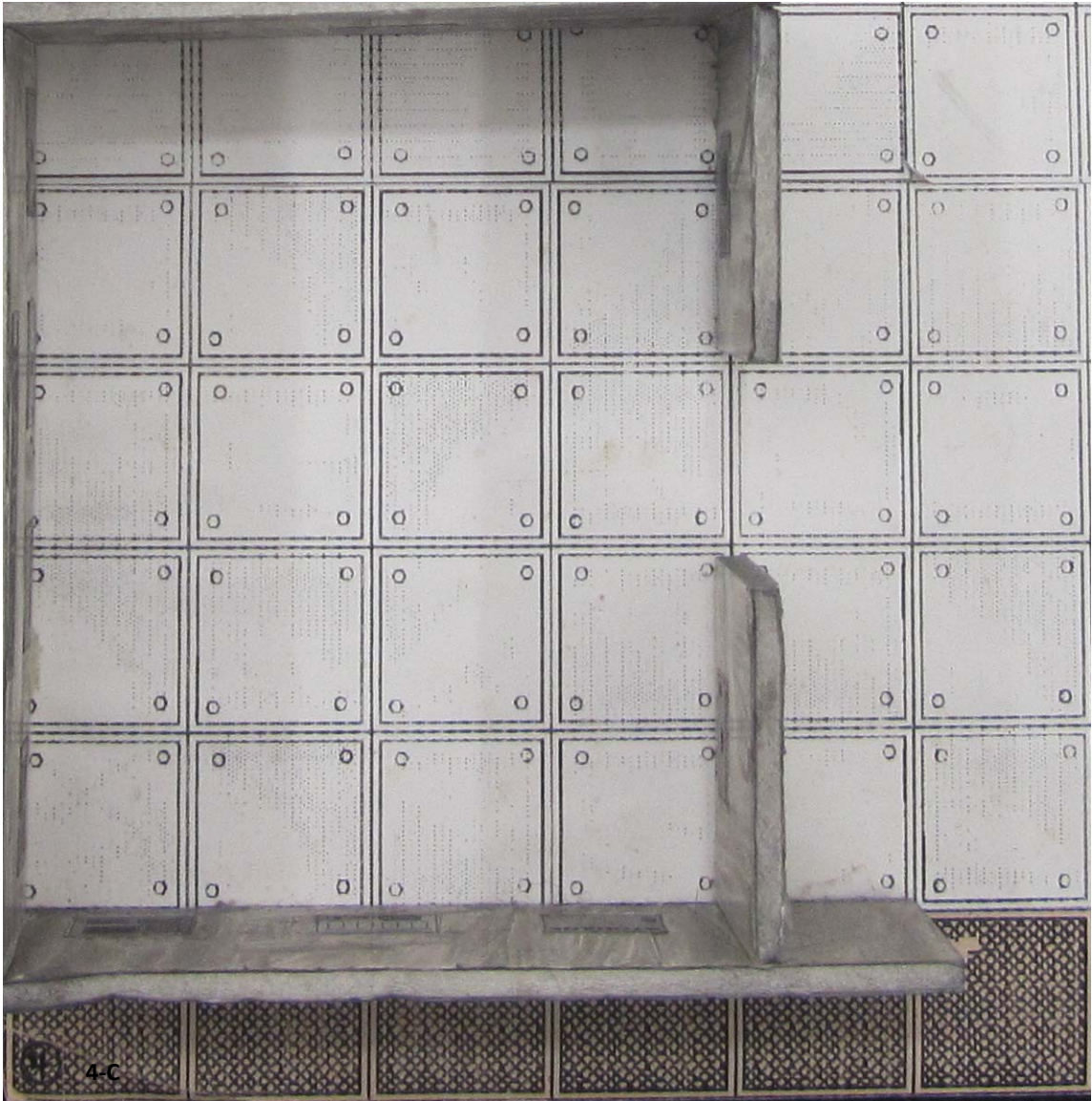
**ALIENS: COLONIAL MARINES
GAME BOARD SECTION 4-B**



4-A	4-B
4-C	4-D

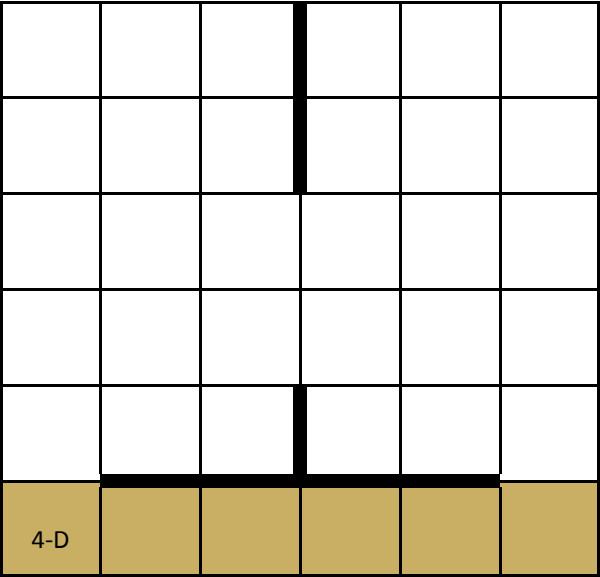
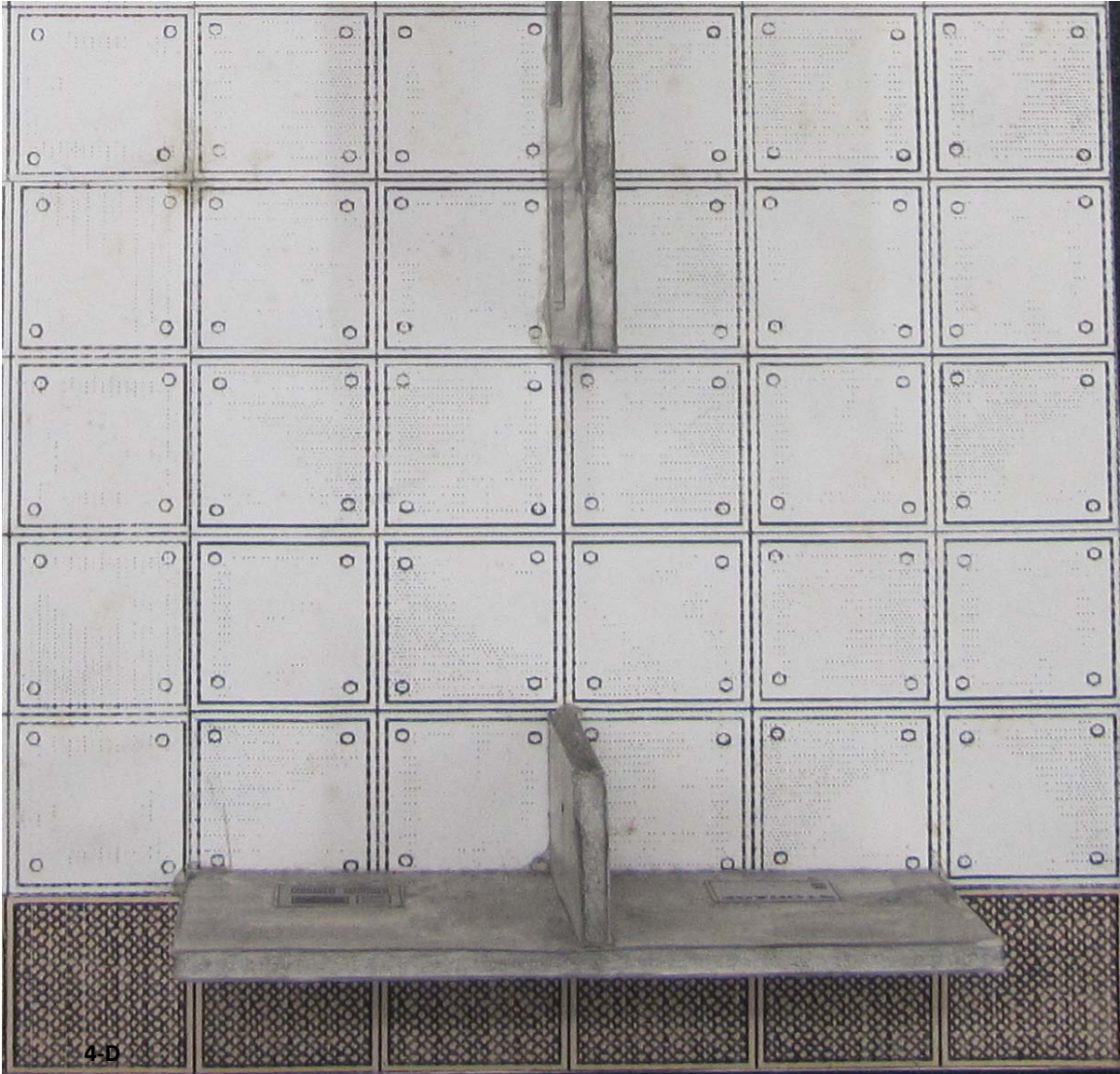
4-B					

**ALIENS: COLONIAL MARINES
GAME BOARD SECTION 4-C**



4-A	4-B
4-C	4-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 4-D



4-A	4-B
4-C	4-D

5-A

5-A	5-B
5-C	5-D

5-A					

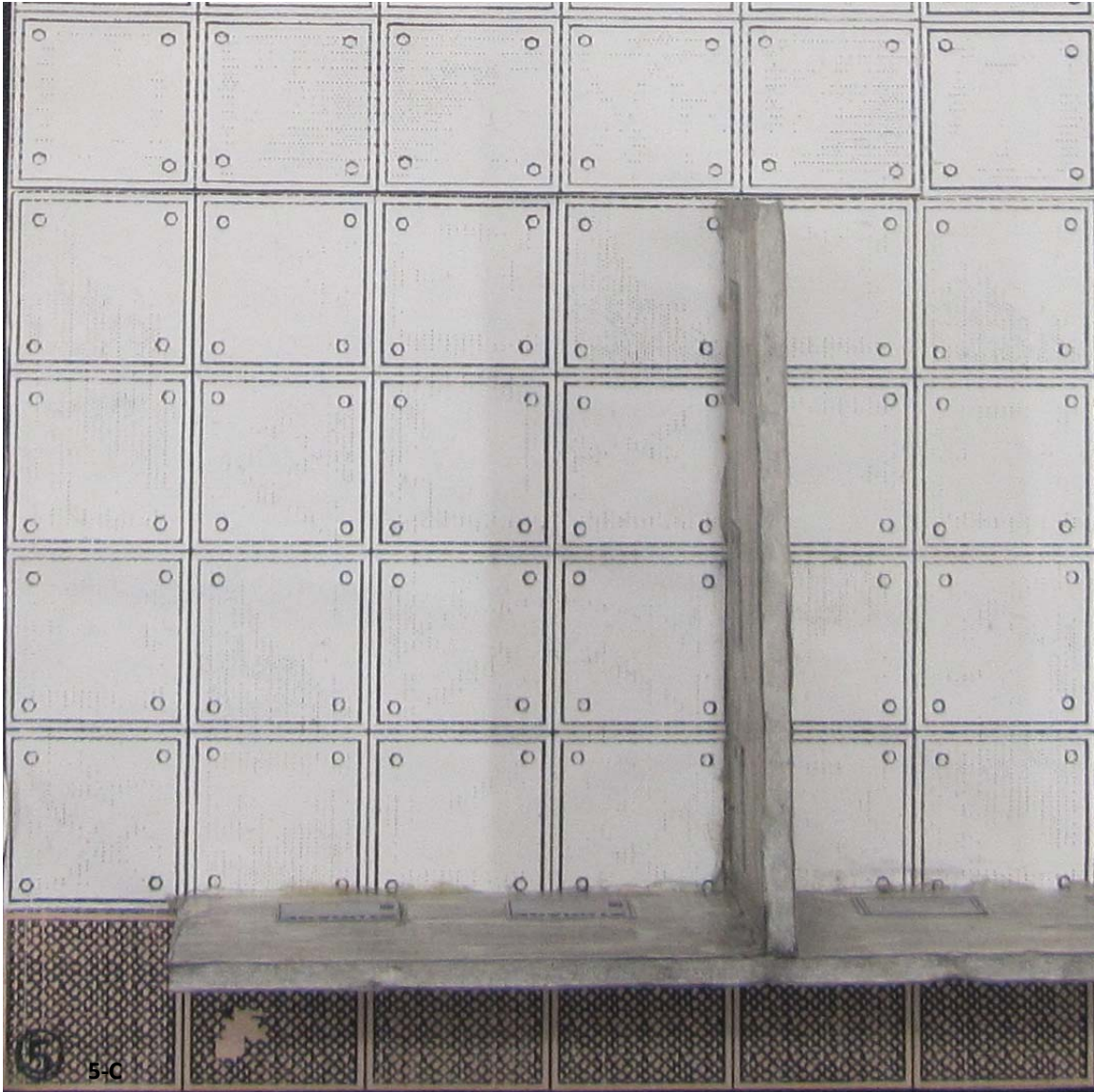
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 5-B



5-A	5-B
5-C	5-D

5-B					

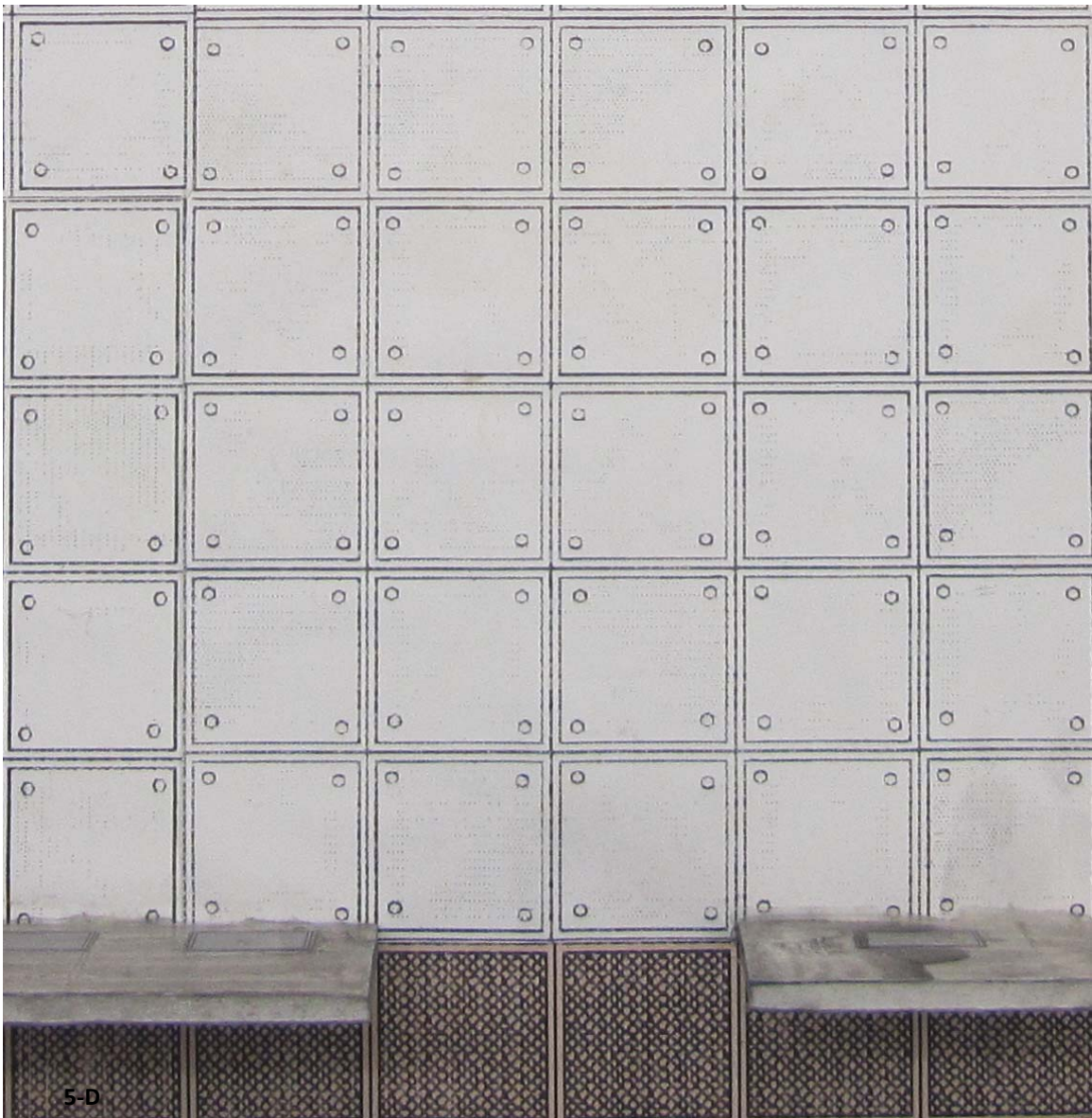
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 5-C



5-A	5-B
5-C	5-D

5-C					

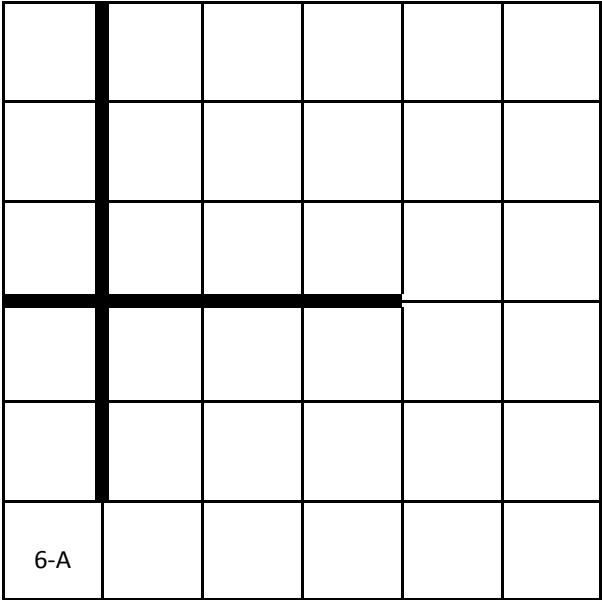
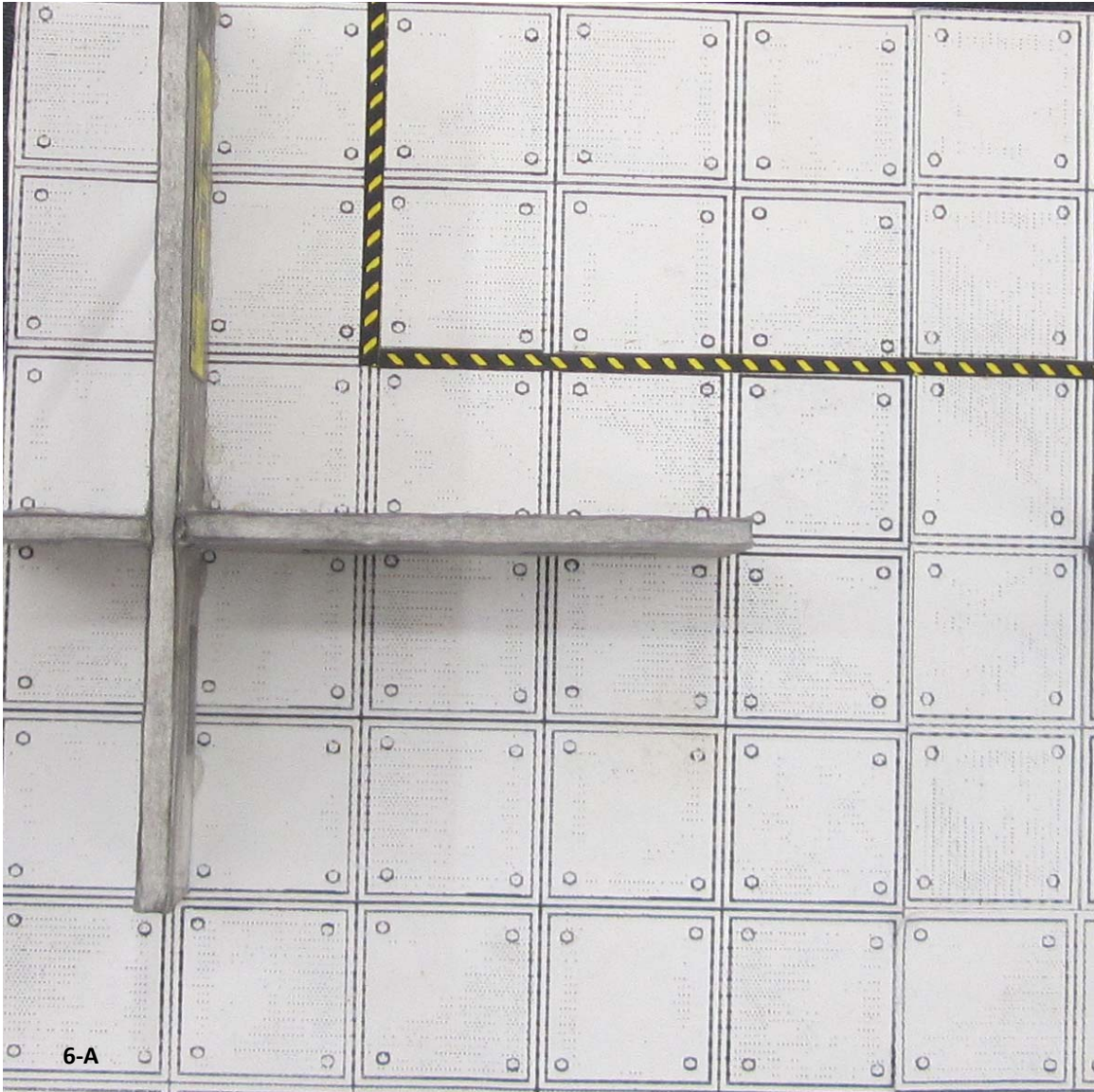
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GAME BOARD SECTION 5-D**



5-A	5-B
5-C	5-D

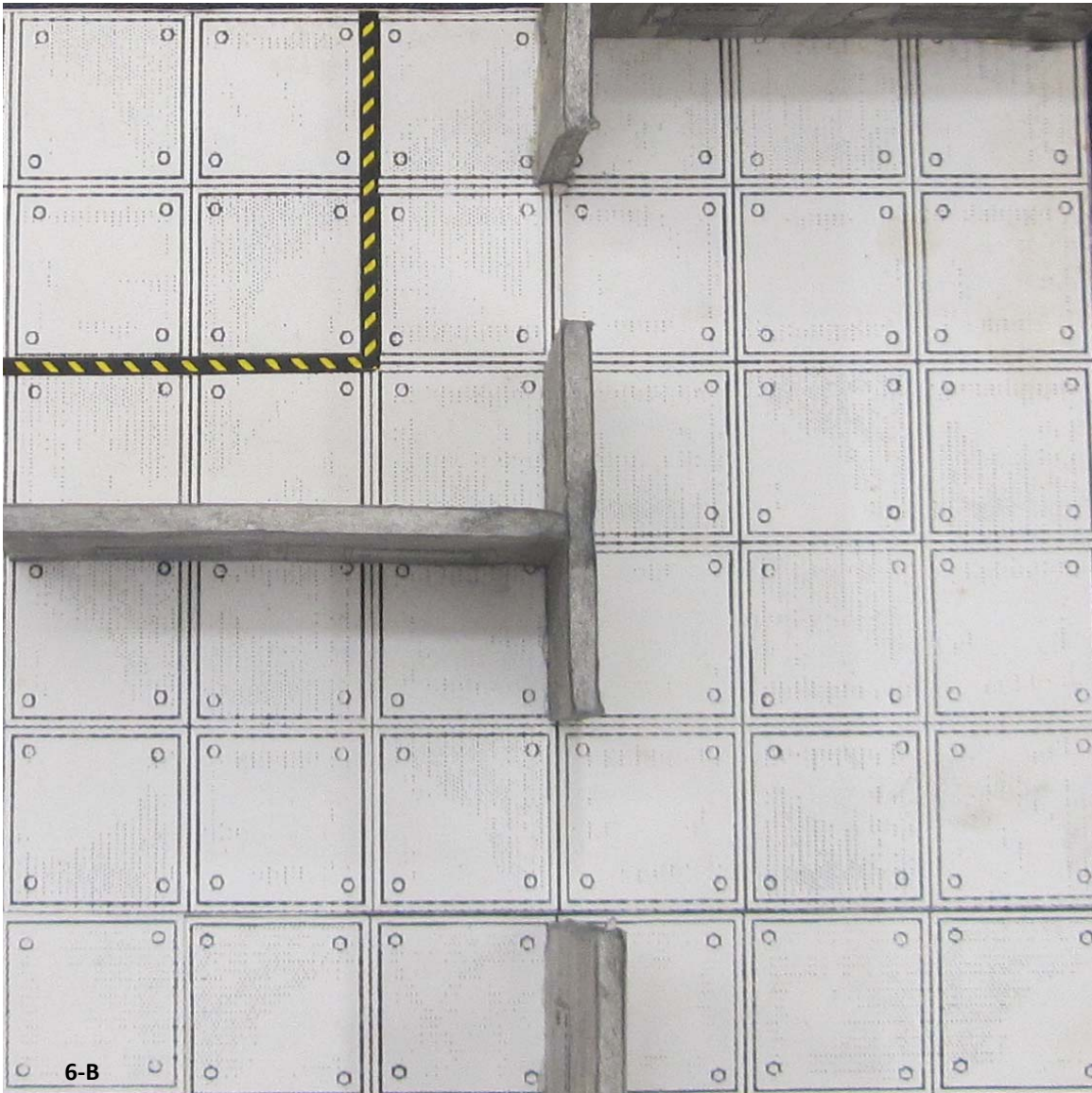
5-D					

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 6-A



6-A	6-B
6-C	6-D

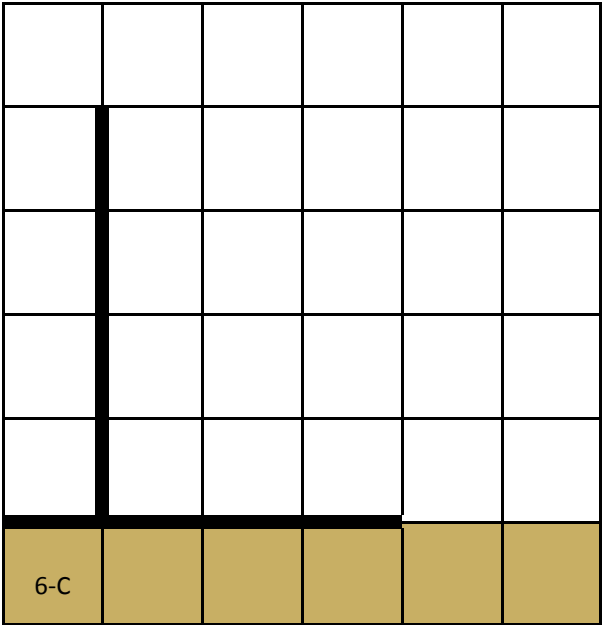
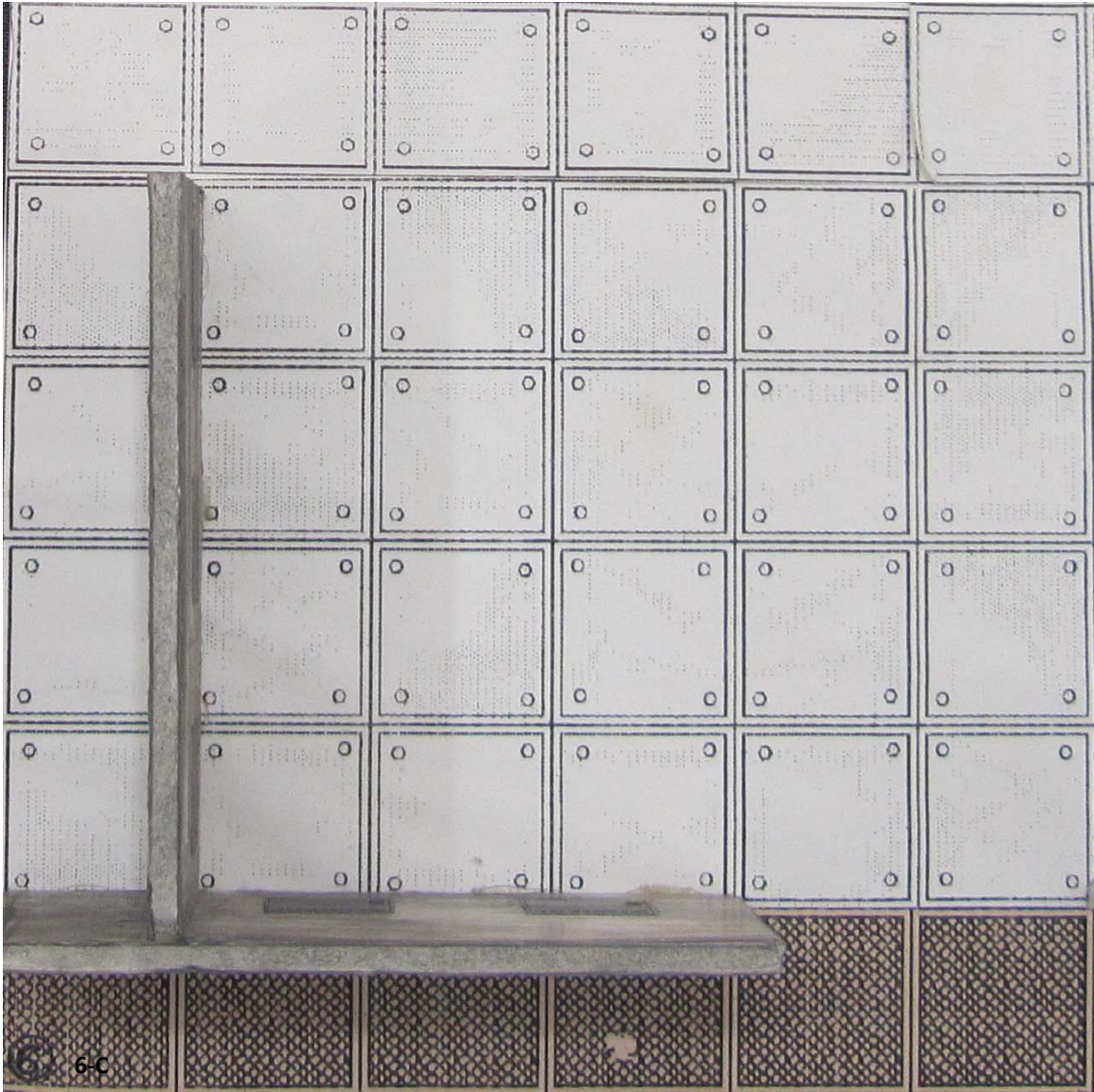
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 6-B



6-A	6-B
6-C	6-D

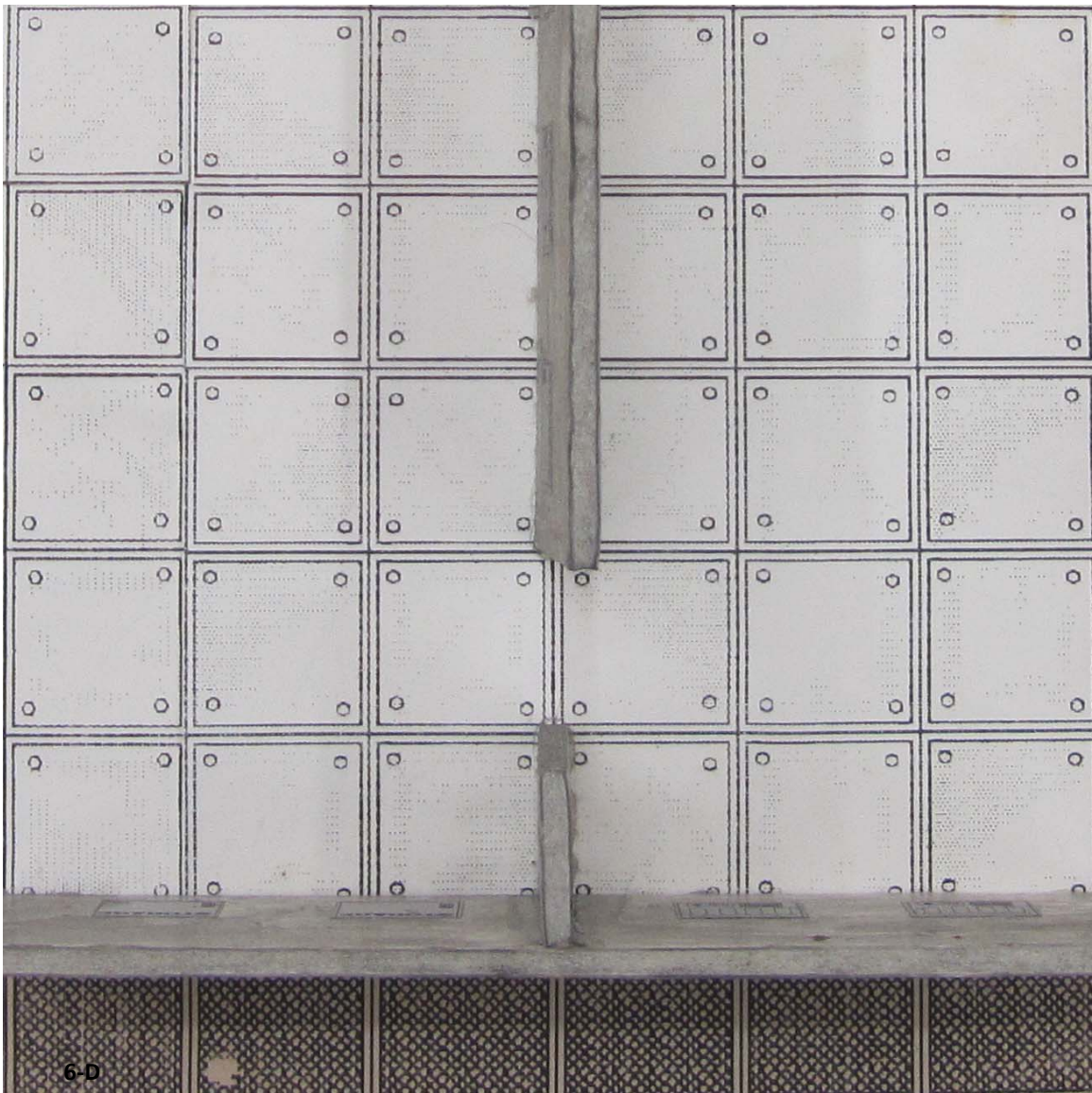
6-B					

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 6-C



6-A	6-B
6-C	6-D

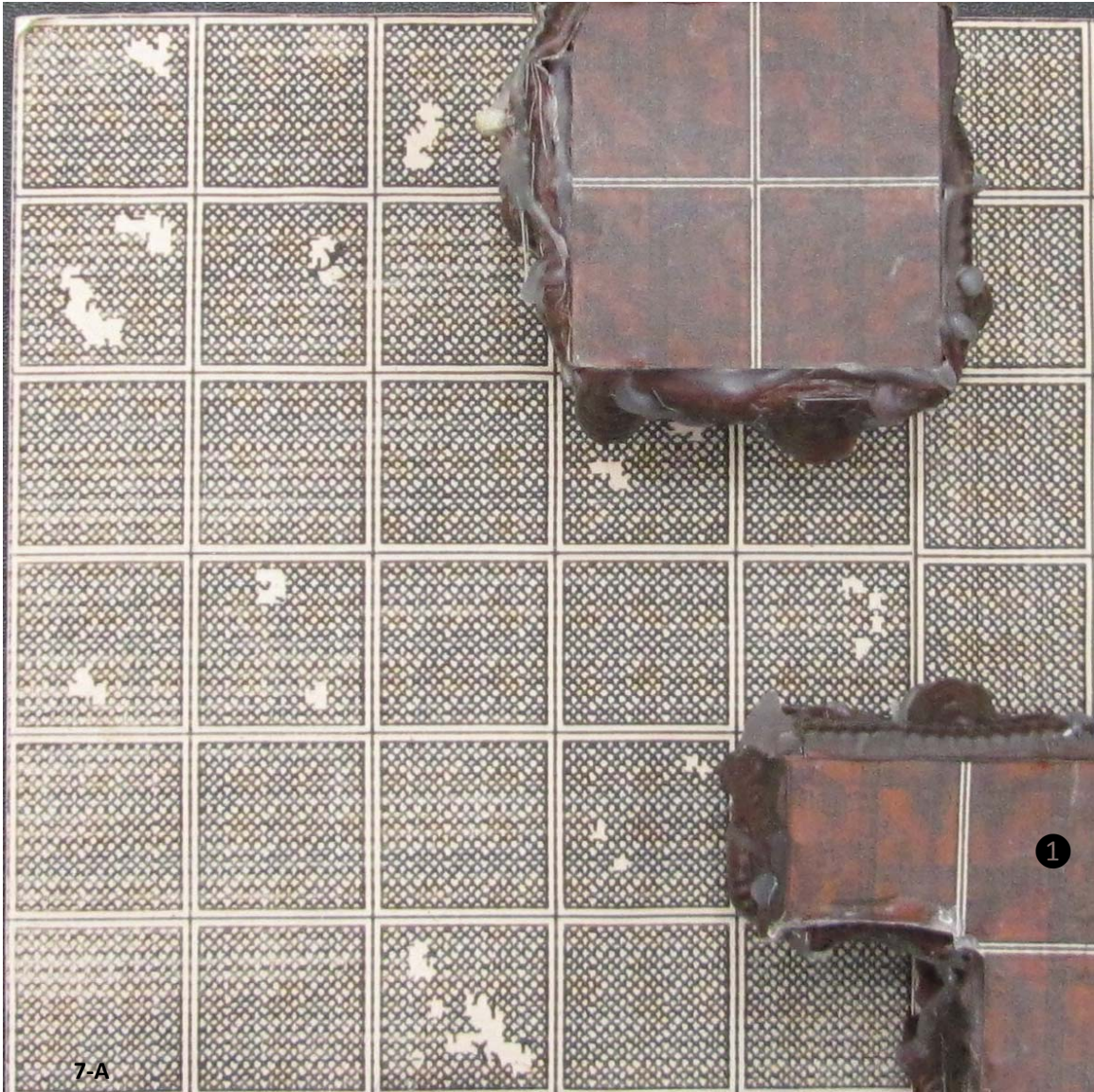
**ALIENS: COLONIAL MARINES
GAME BOARD SECTION 6-D**



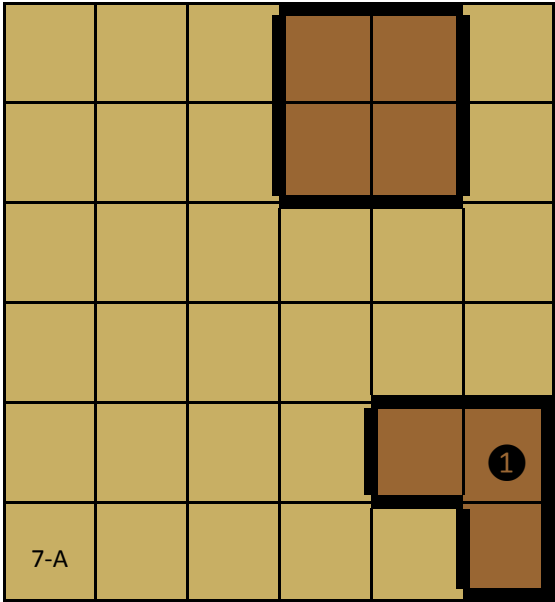
6-A	6-B
6-C	6-D

6-D					

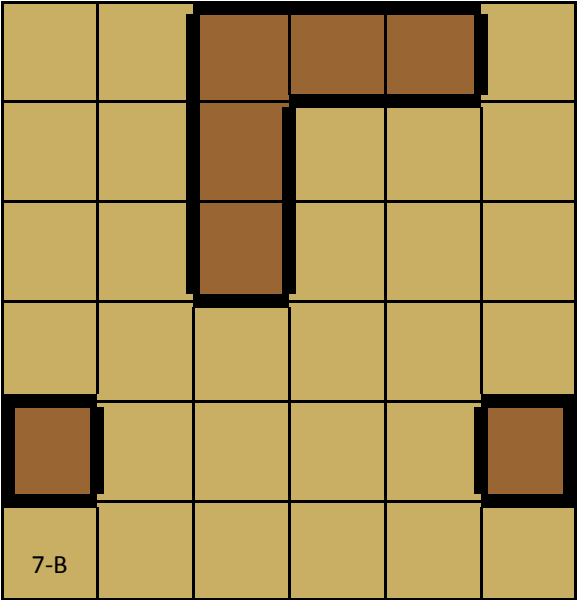
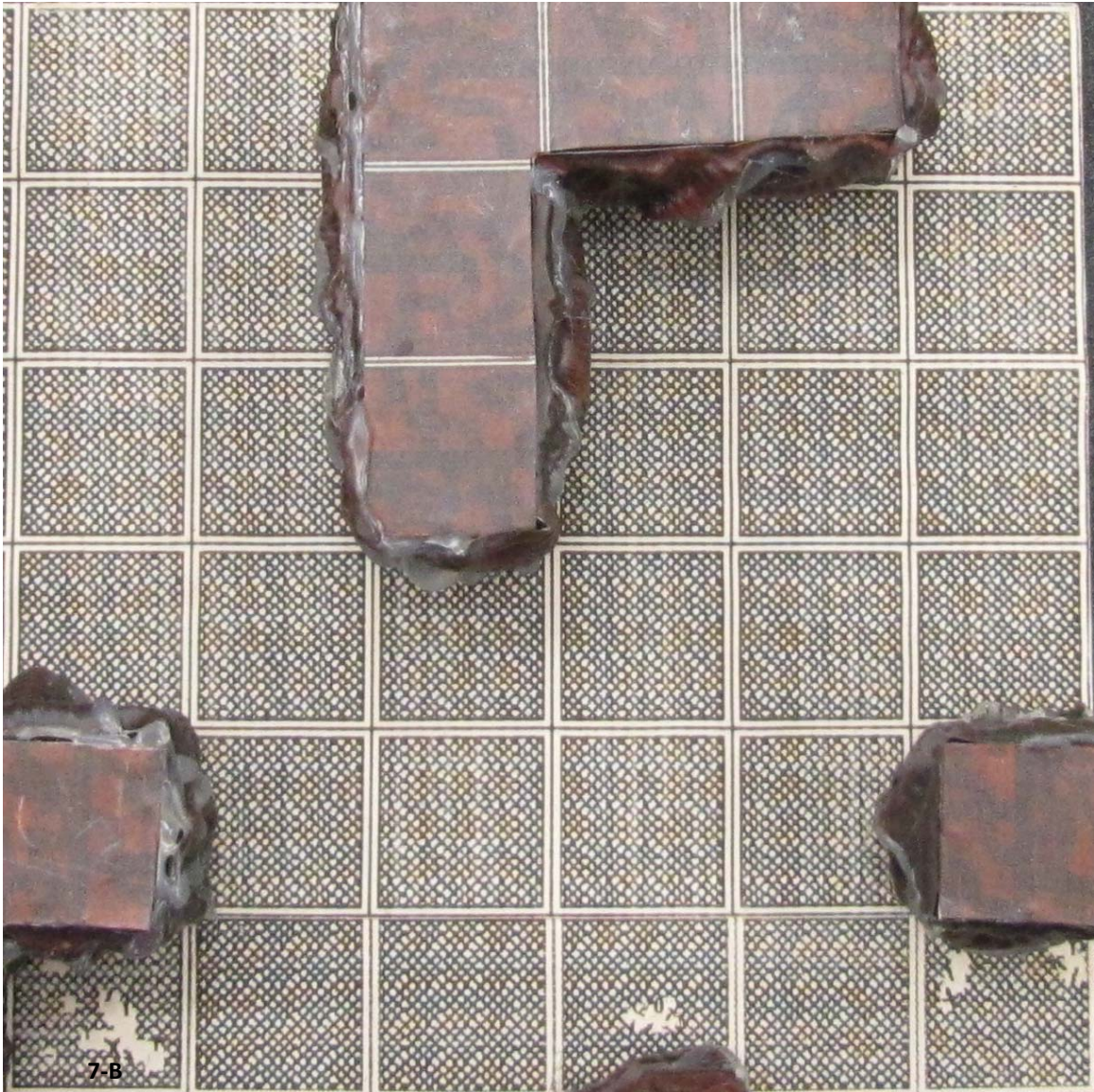
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 7-A



7-A	7-B
7-C	7-D

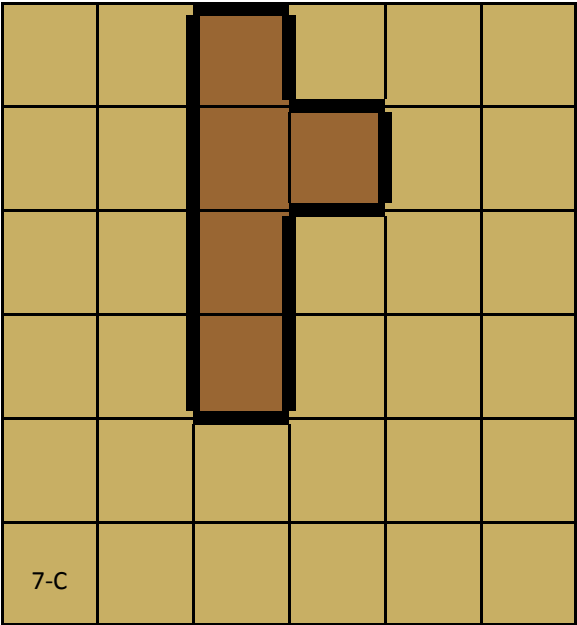
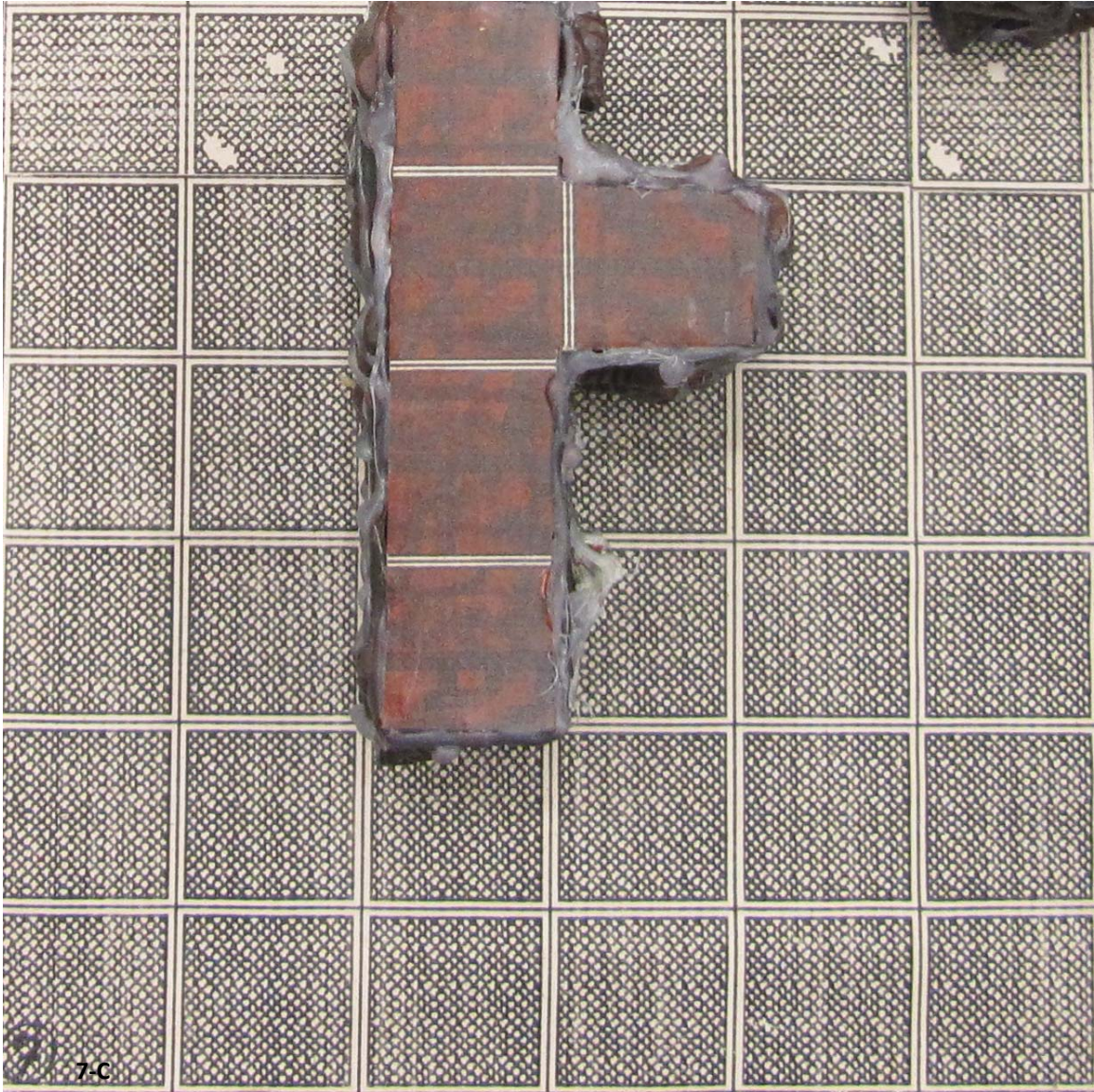


ALIENS: COLONIAL MARINES
GAME BOARD SECTION 7-B



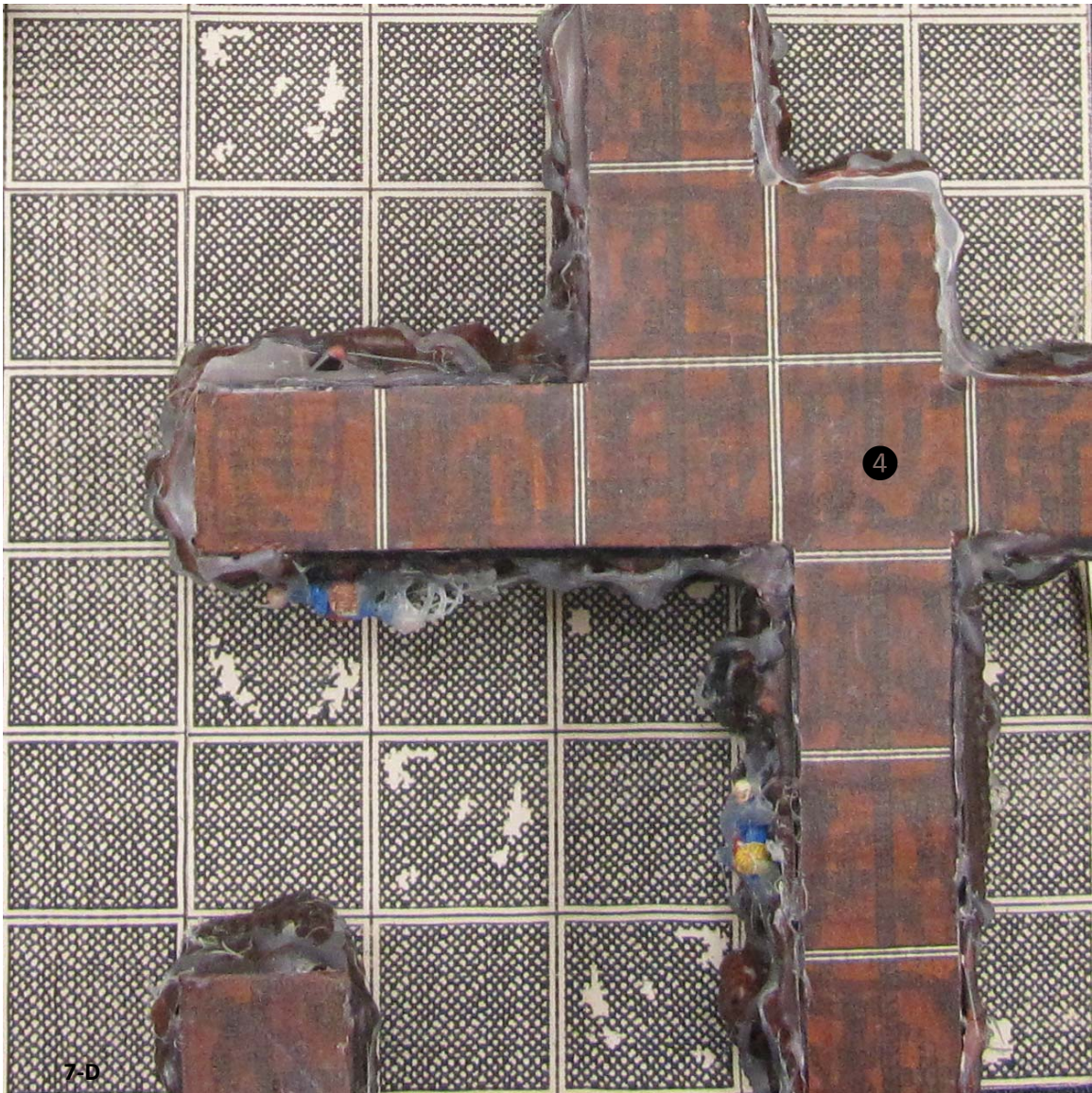
7-A	7-B
7-C	7-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 7-C

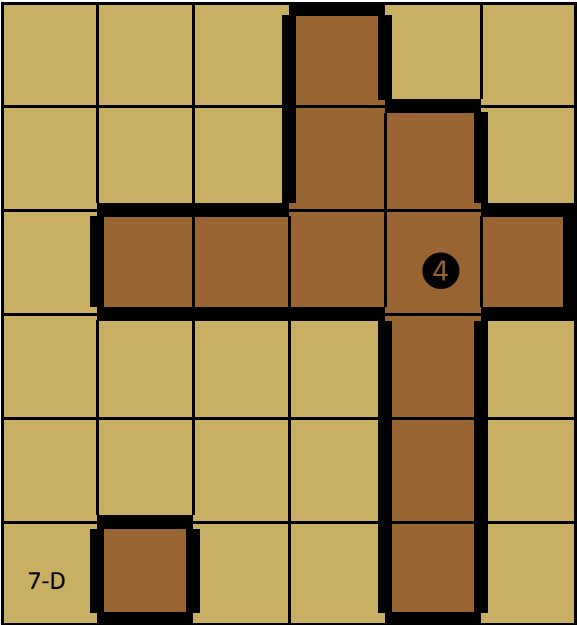


7-A	7-B
7-C	7-D

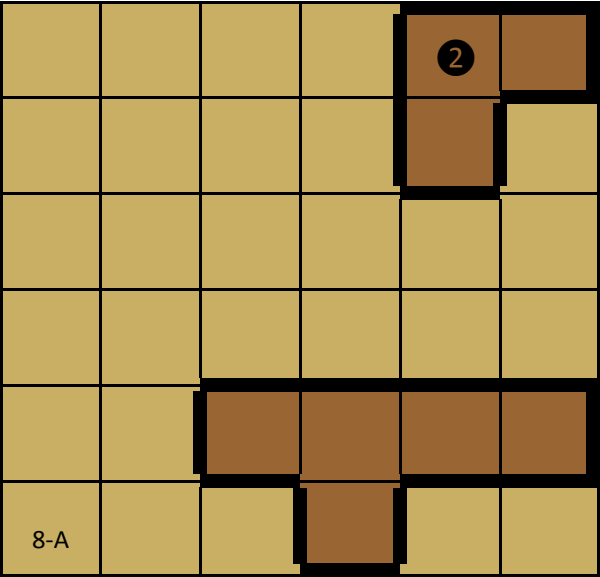
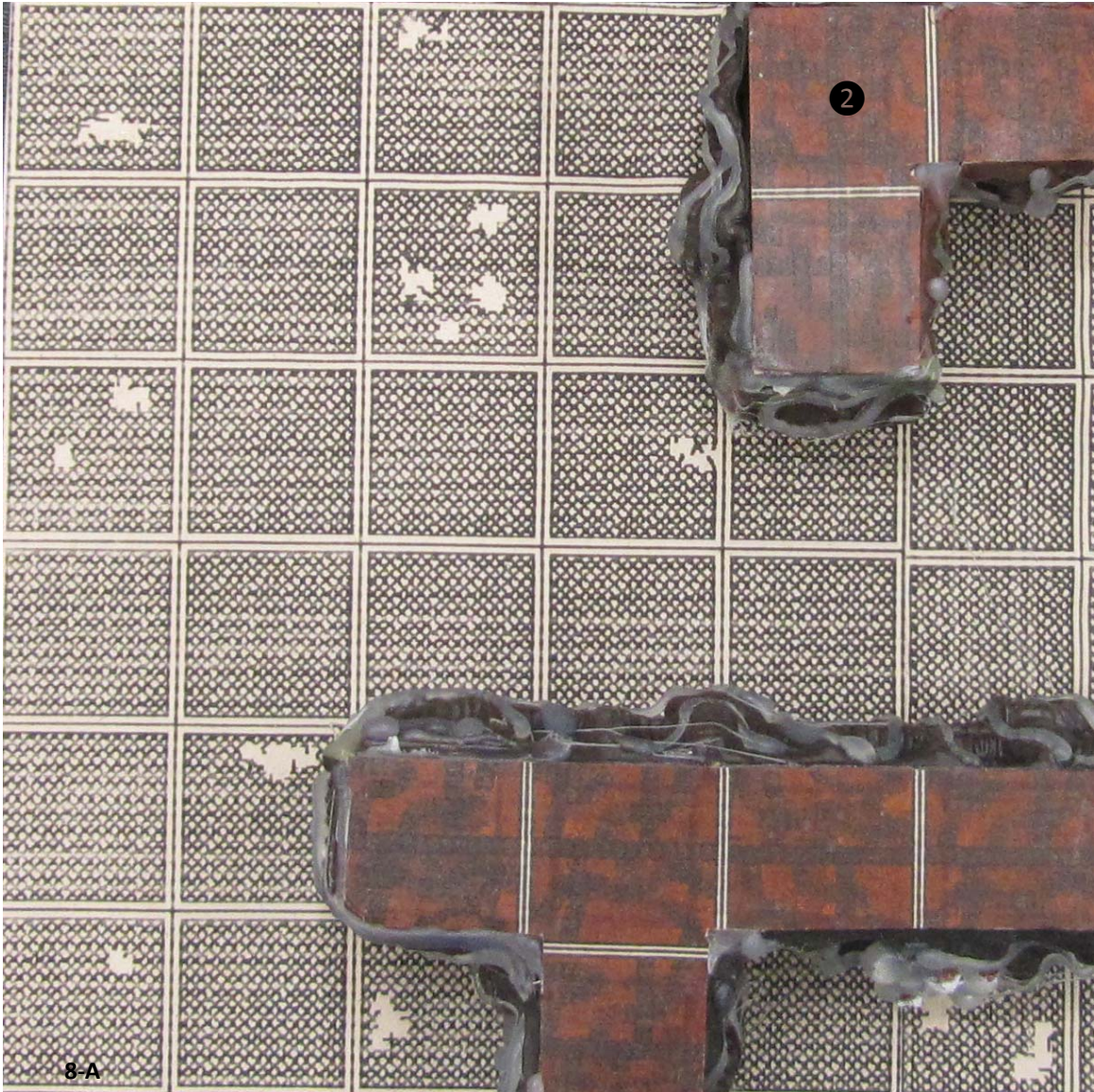
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 7-D



7-A	7-B
7-C	7-D

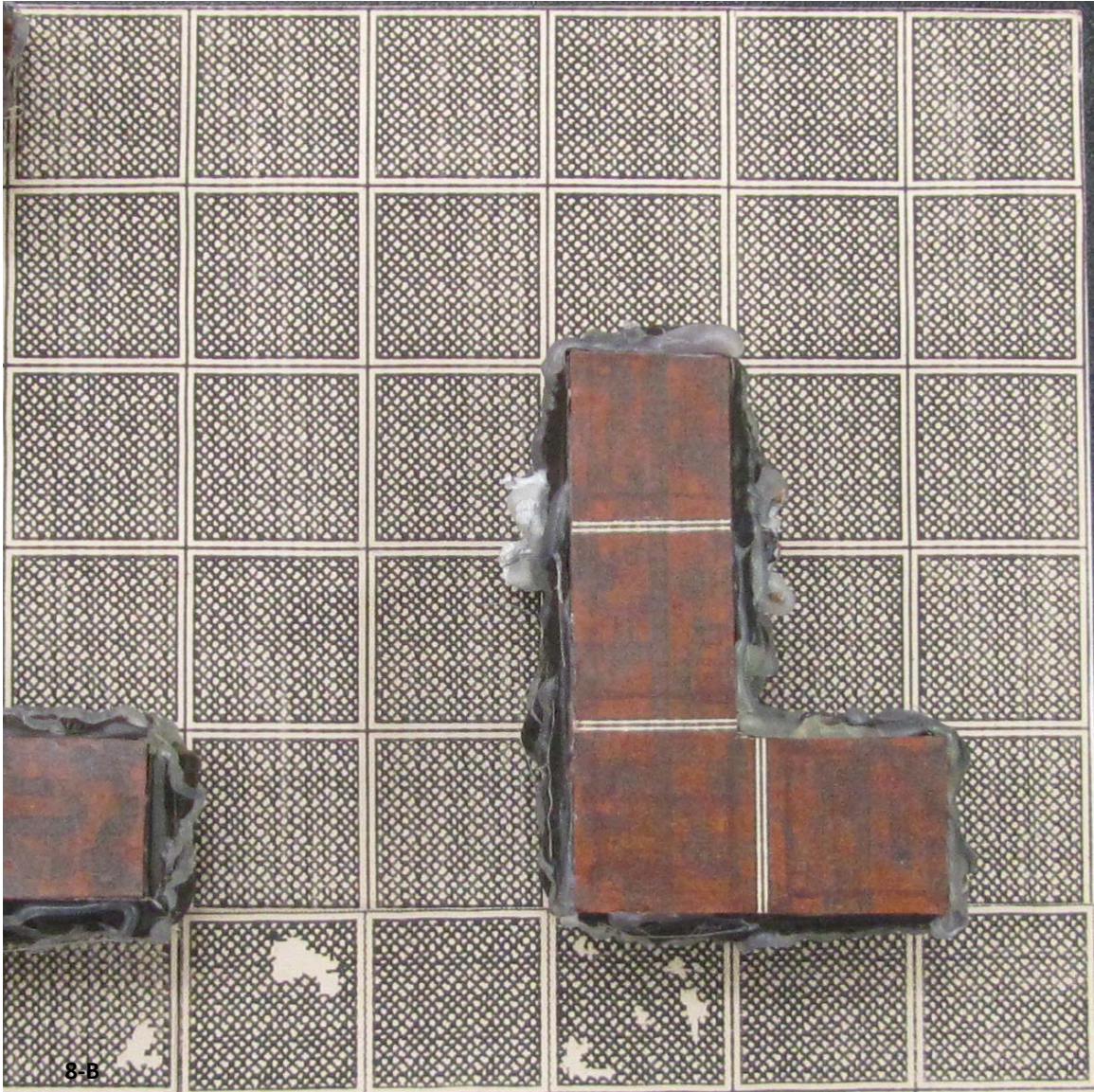


ALIENS: COLONIAL MARINES
GAME BOARD SECTION 8-A

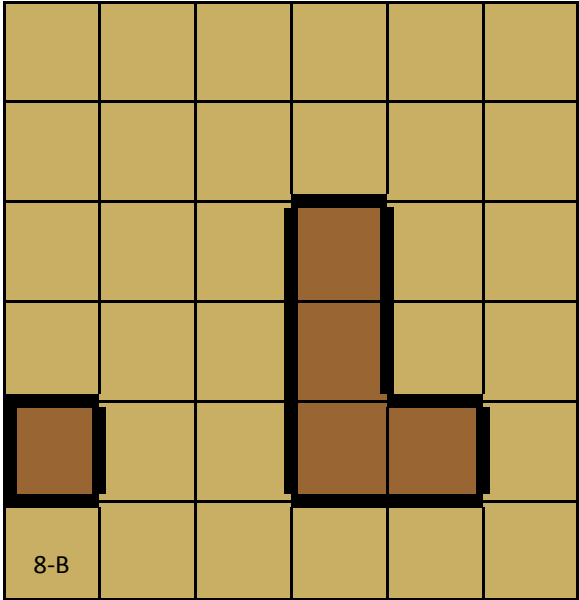


8-A	8-B
8-C	8-D

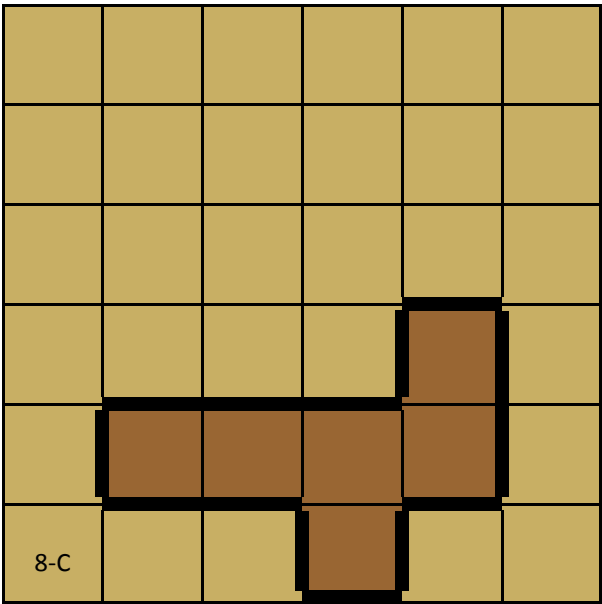
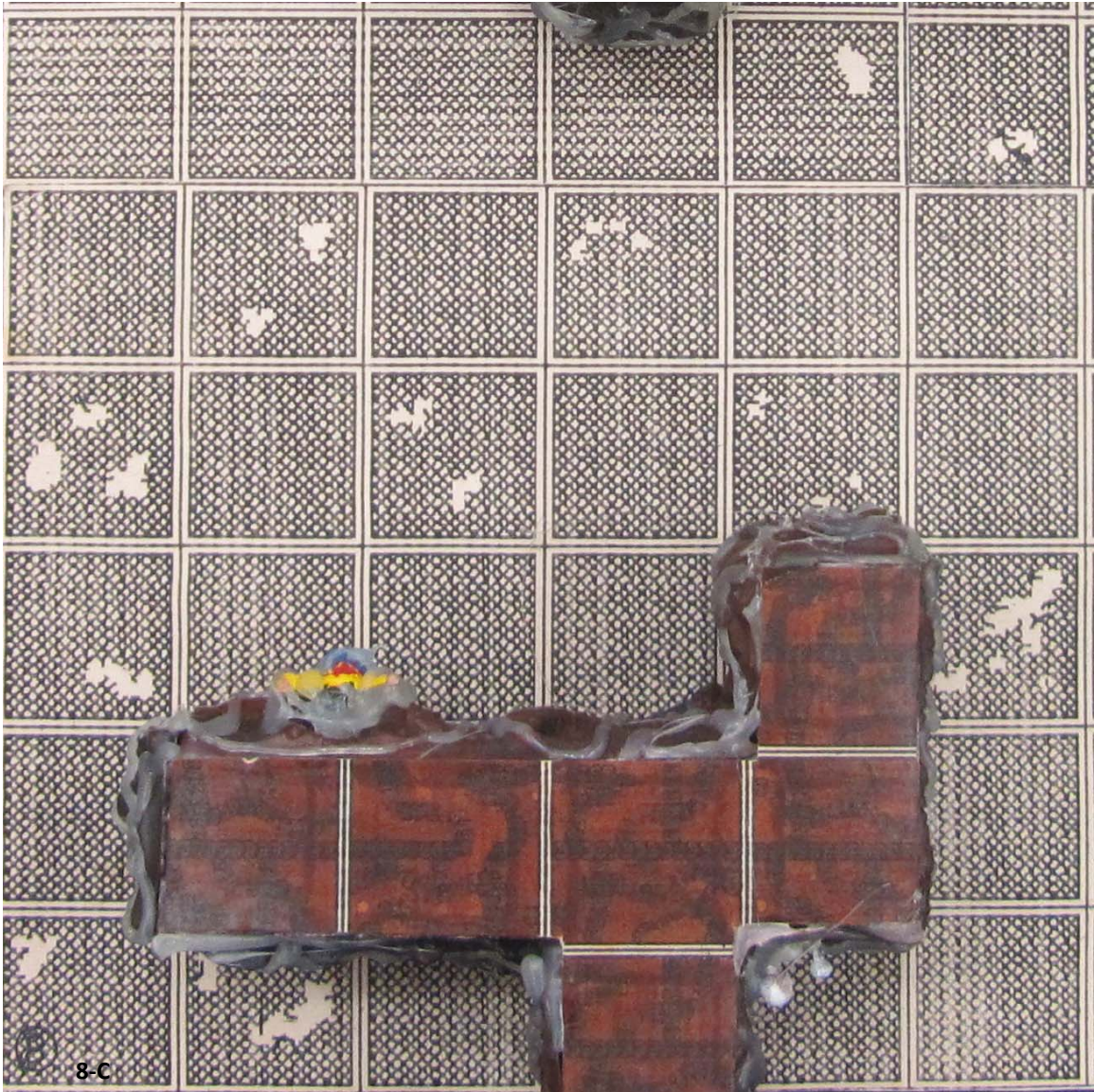
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 8-B



8-A	8-B
8-C	8-D

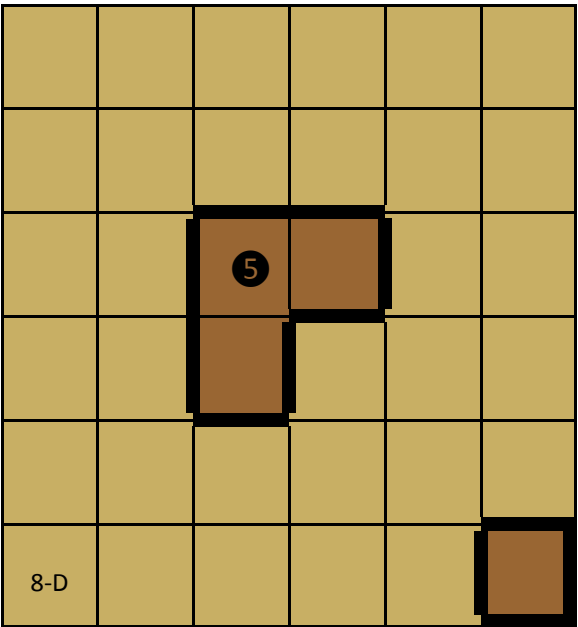
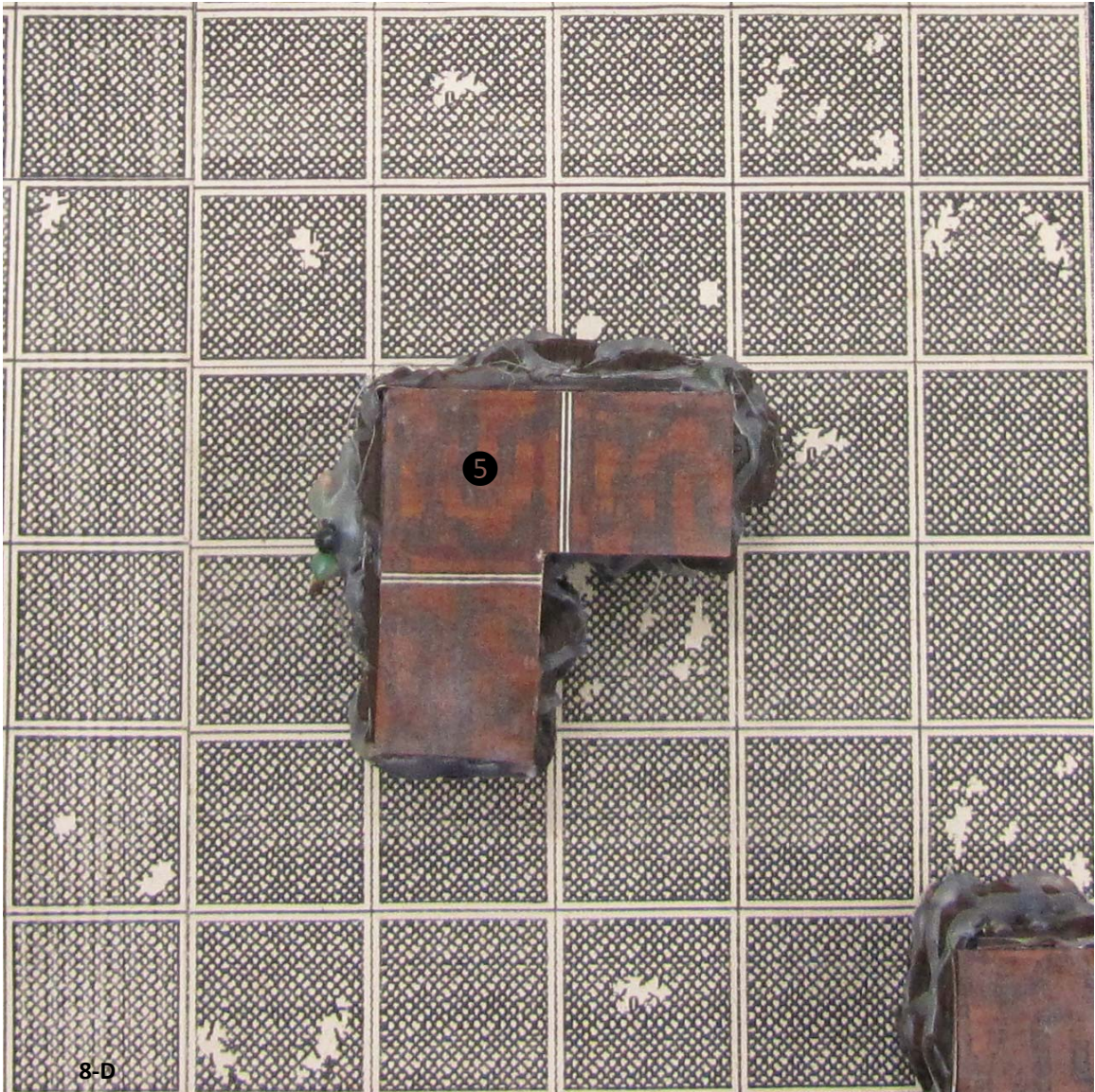


ALIENS: COLONIAL MARINES
GAME BOARD SECTION 8-C



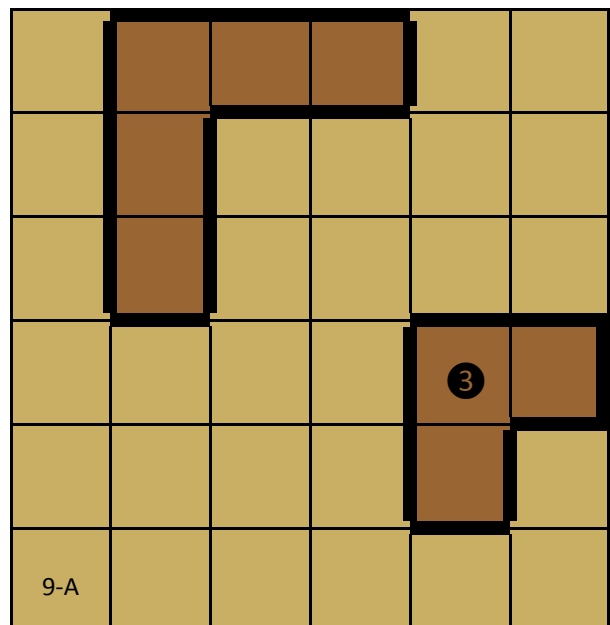
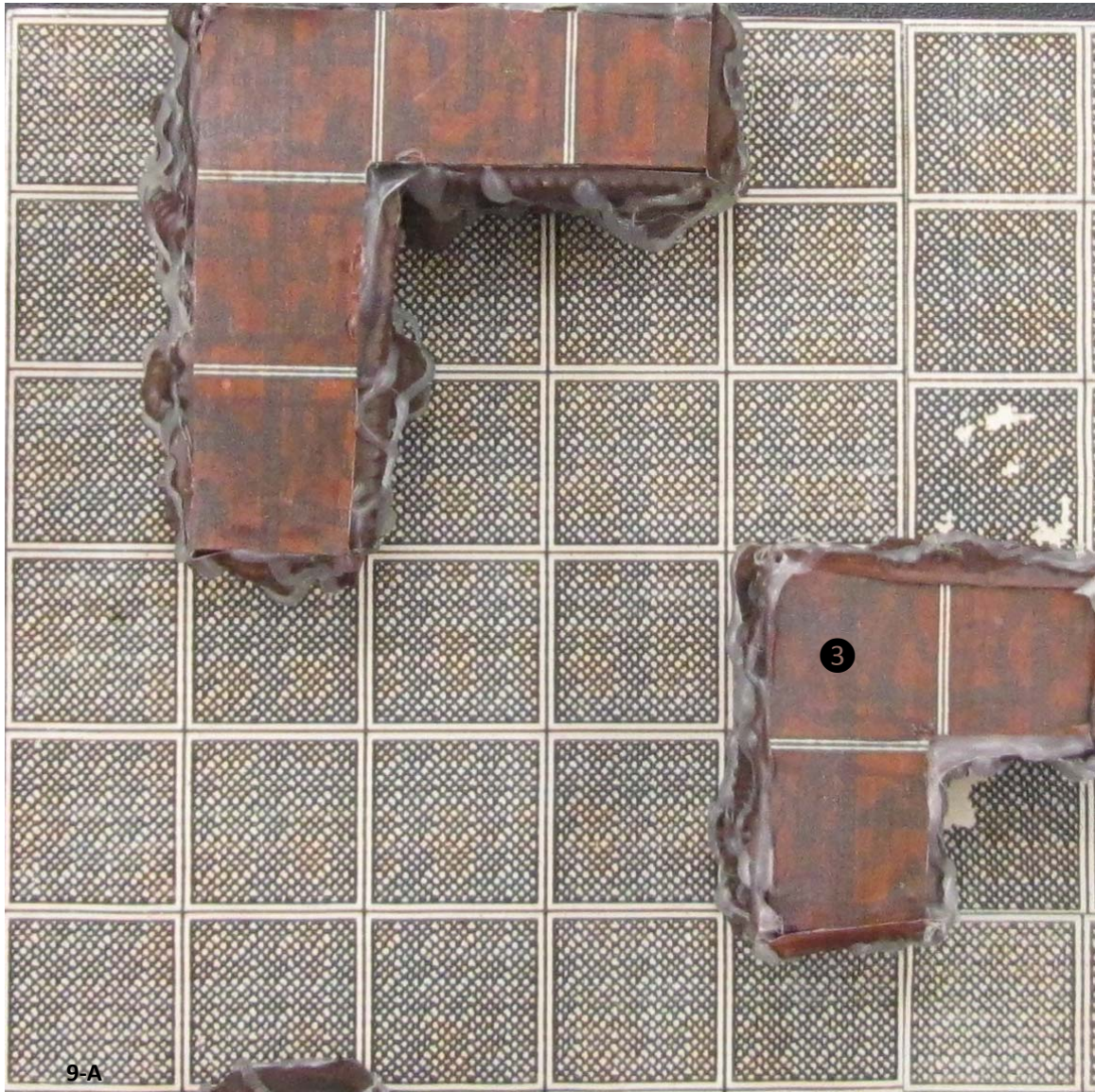
8-A	8-B
8-C	8-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 8-D



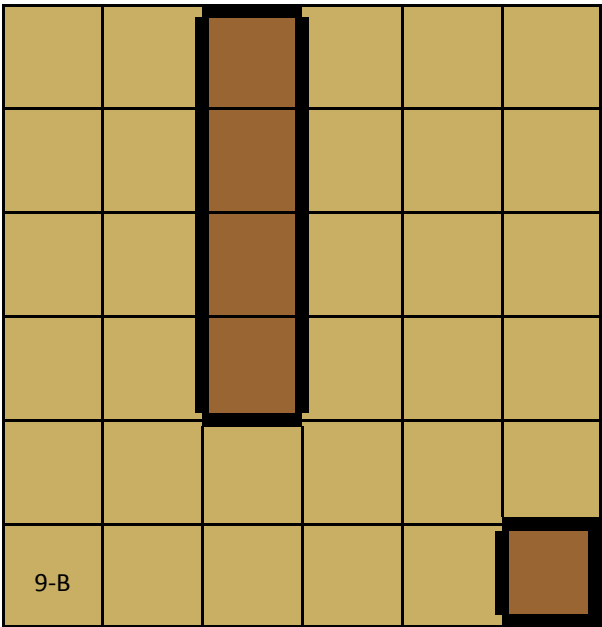
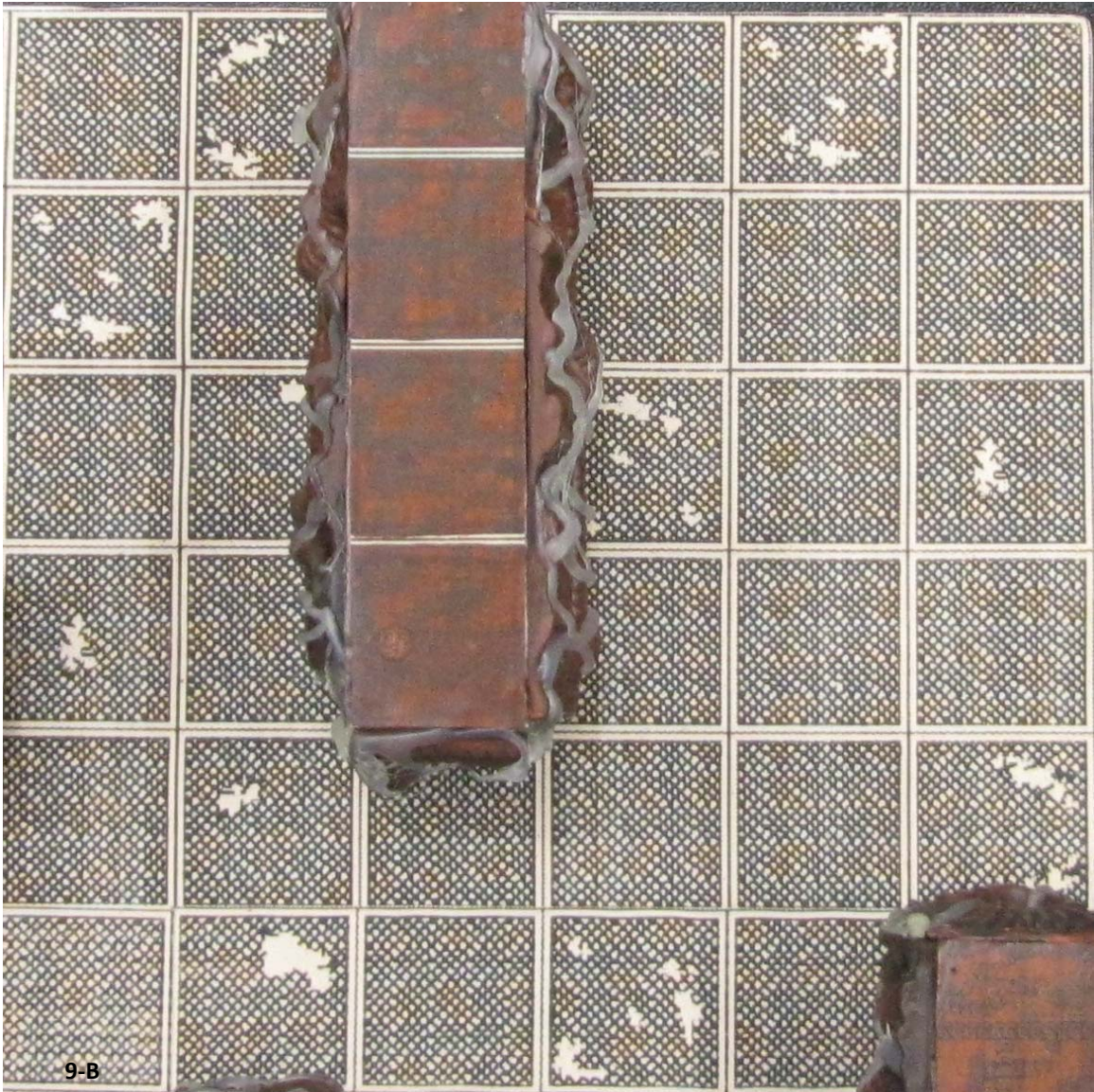
8-A	8-B
8-C	8-D

ALIENS: COLONIAL MARINES GAME BOARD SECTION 9-A



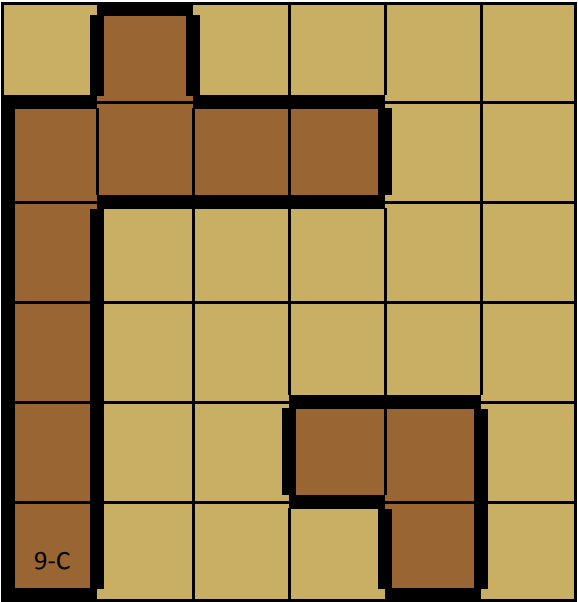
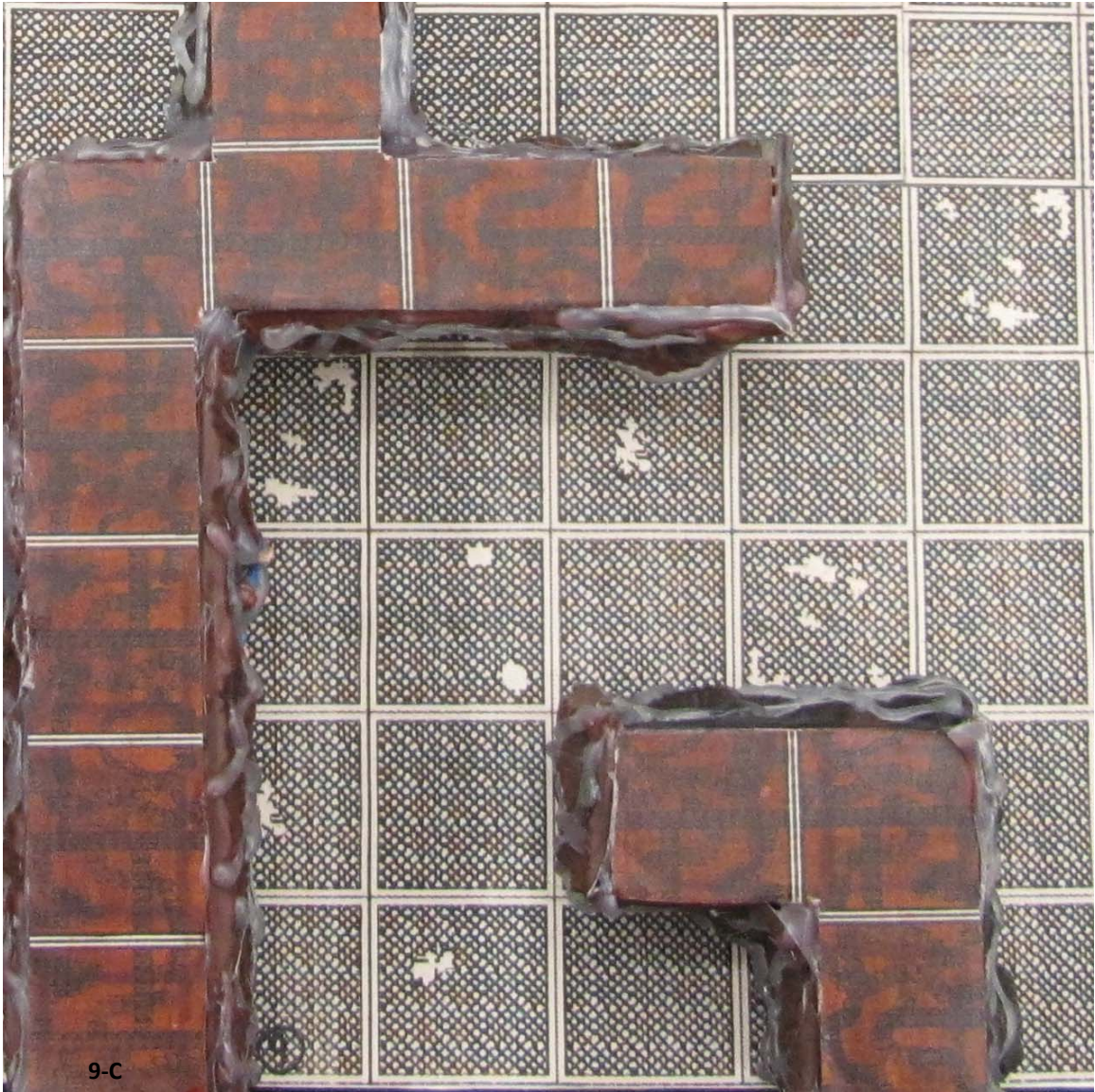
9-A	9-B
9-C	9-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 9-B



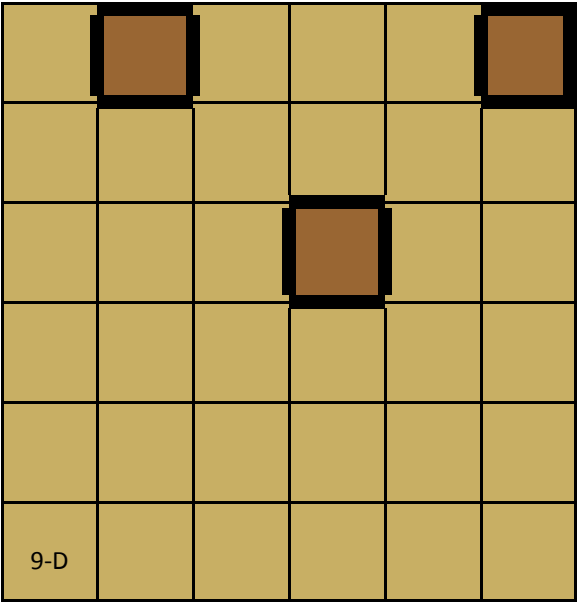
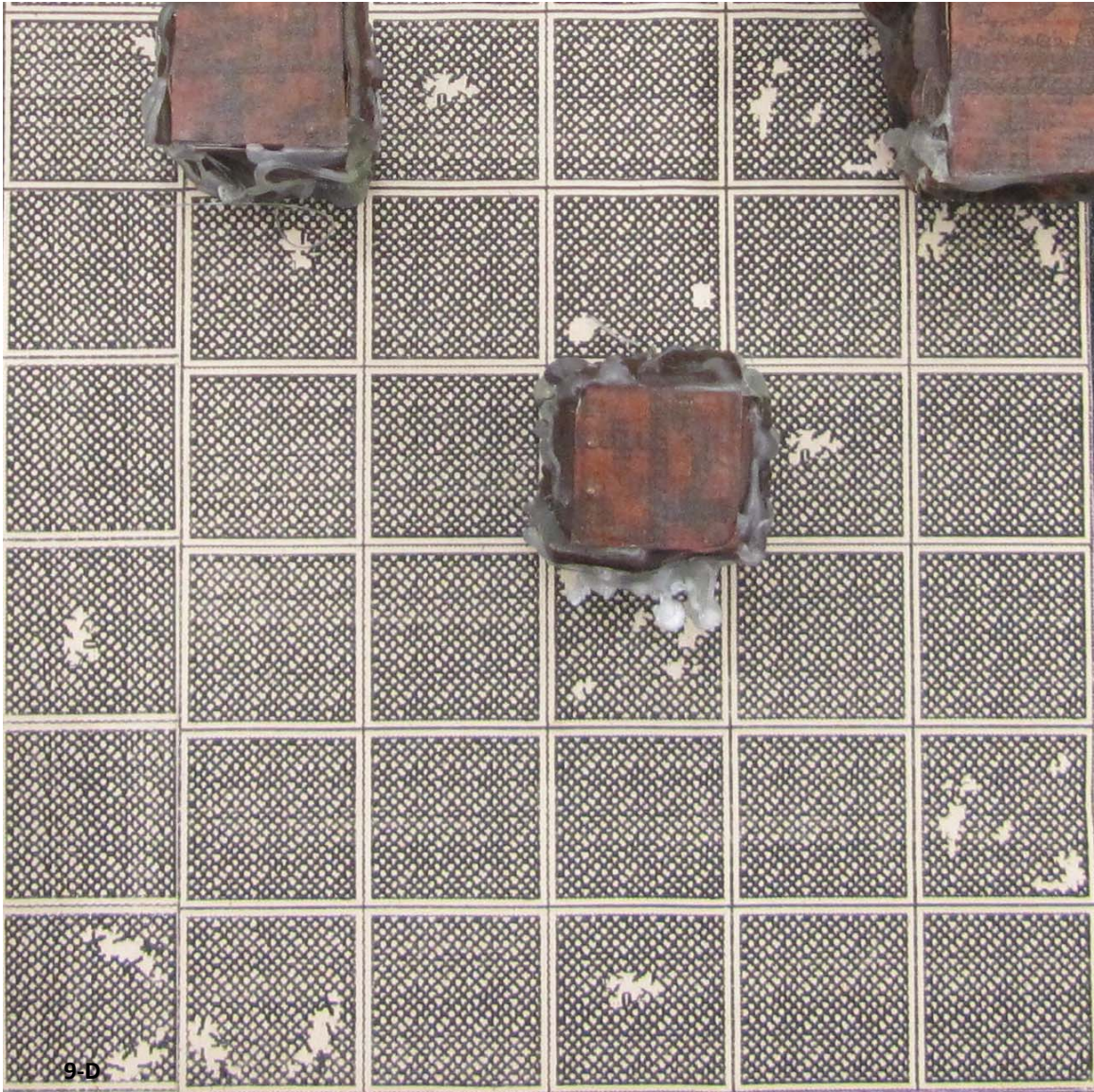
9-A	9-B
9-C	9-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 9-C



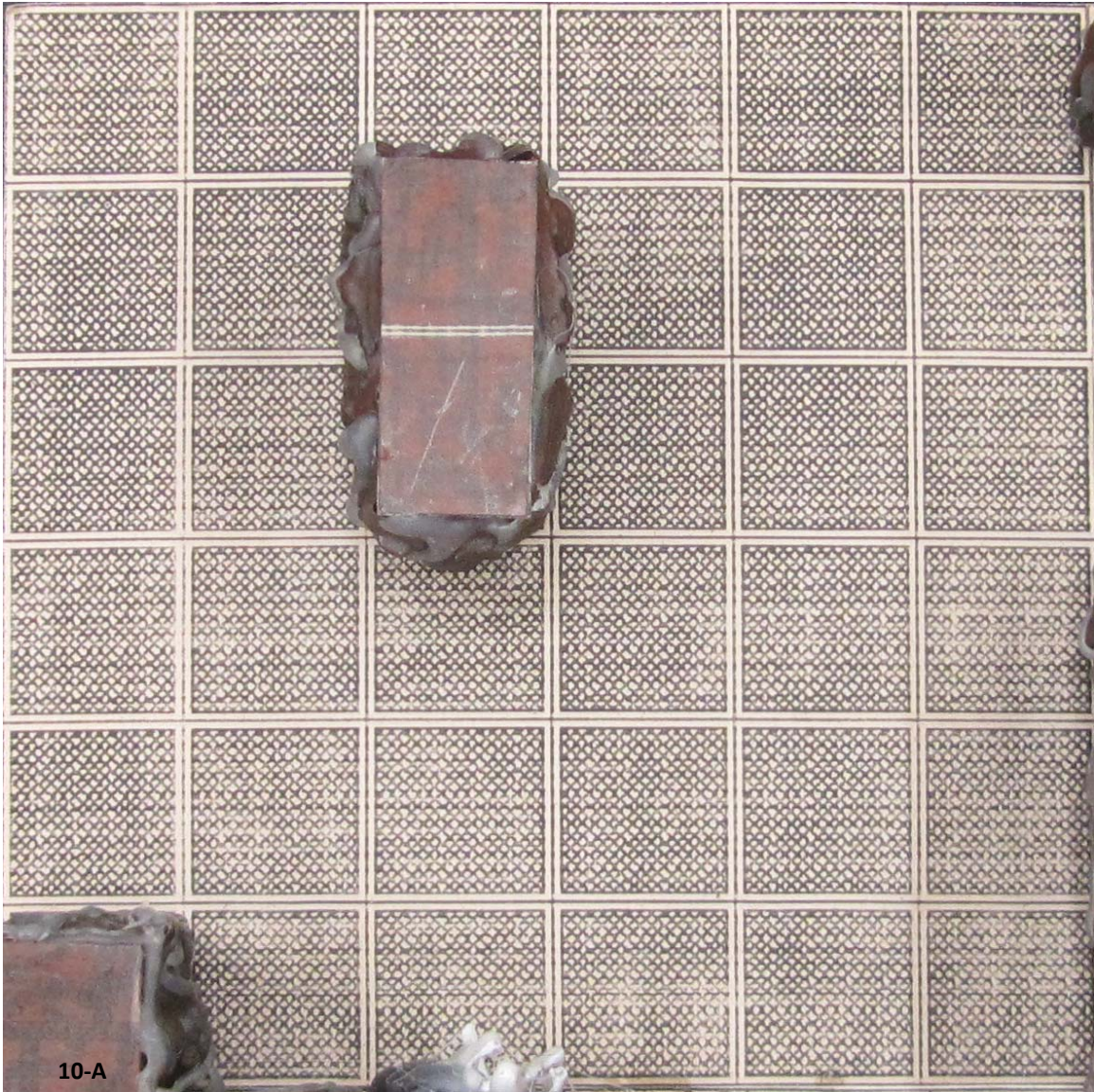
9-A	9-B
9-C	9-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 9-D

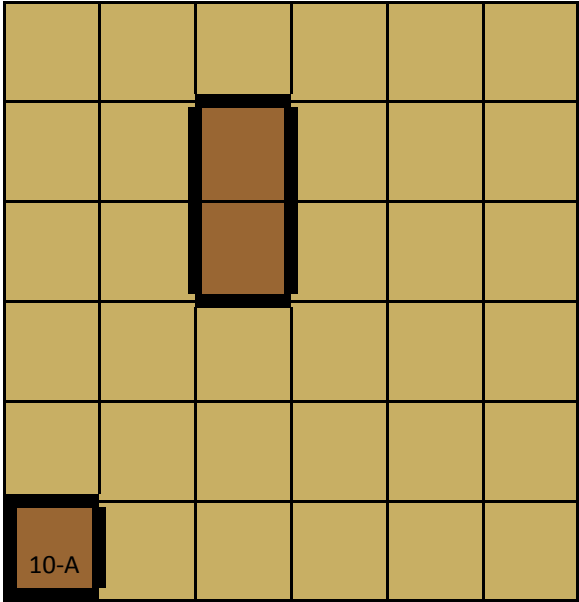


9-A	9-B
9-C	9-D

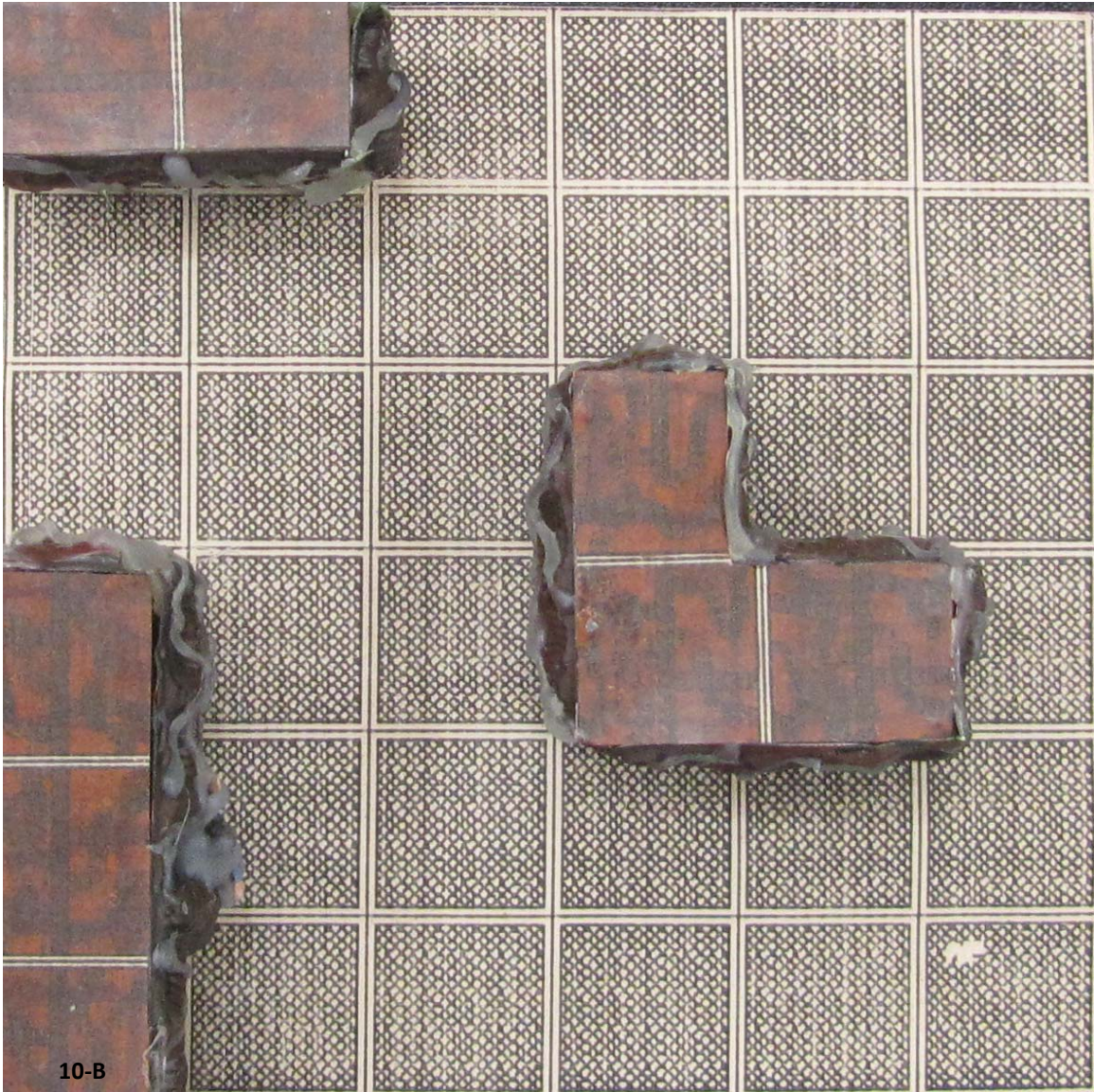
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 10-A



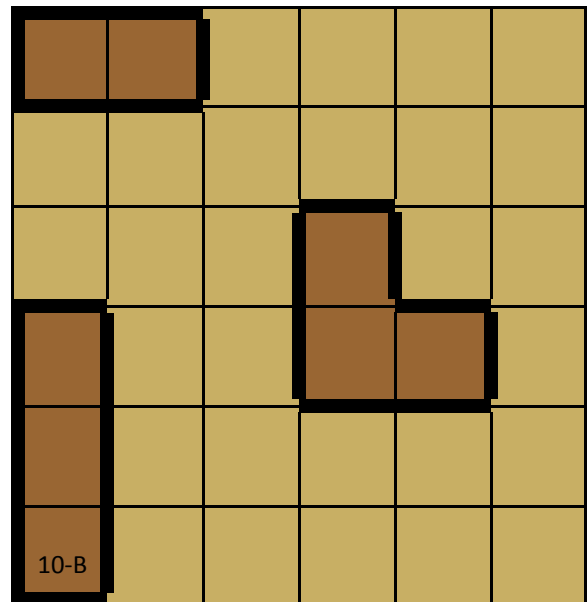
10-A	10-B
10-C	10-D



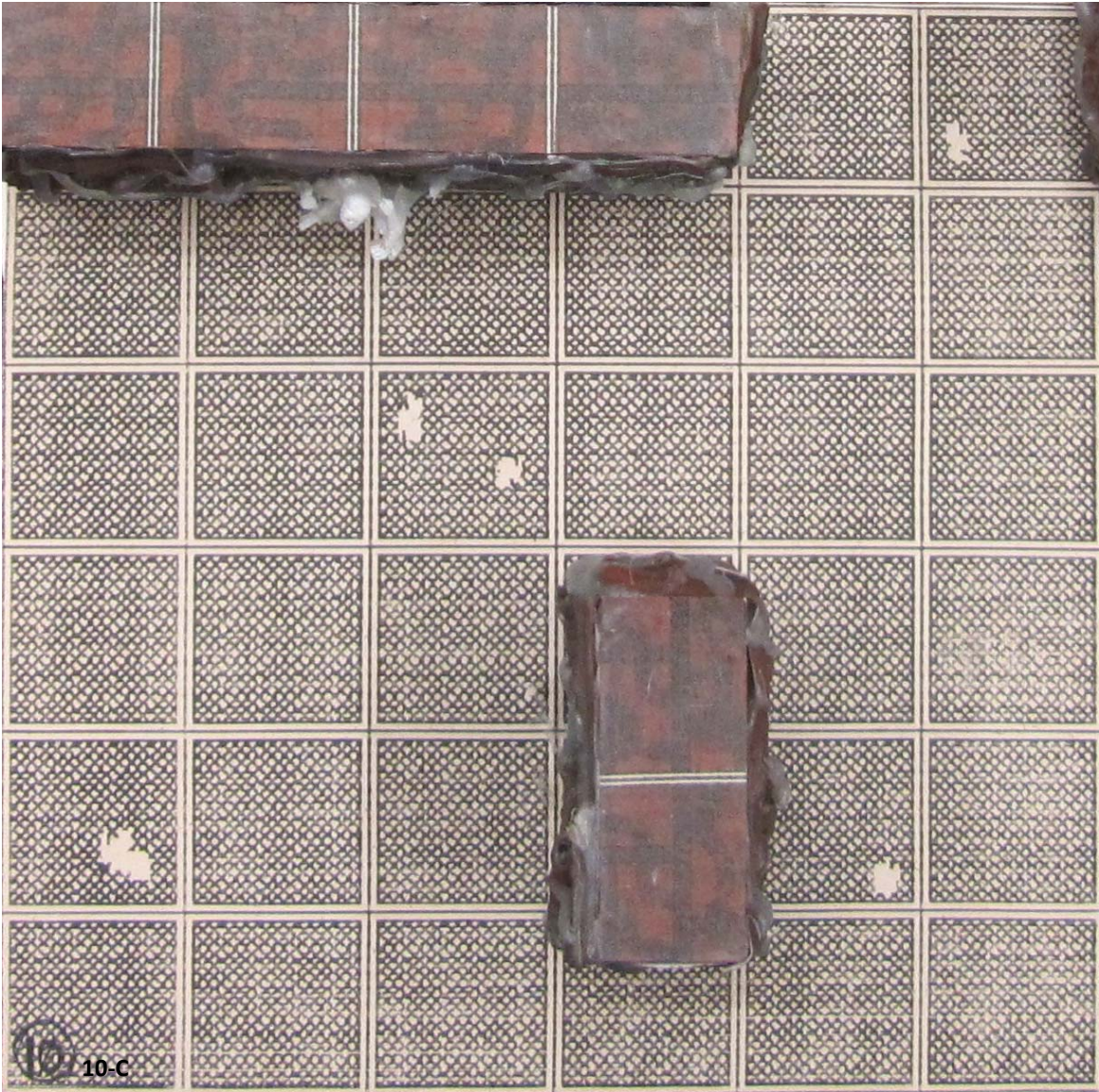
ALIENS: COLONIAL MARINES GAME BOARD SECTION 10-B



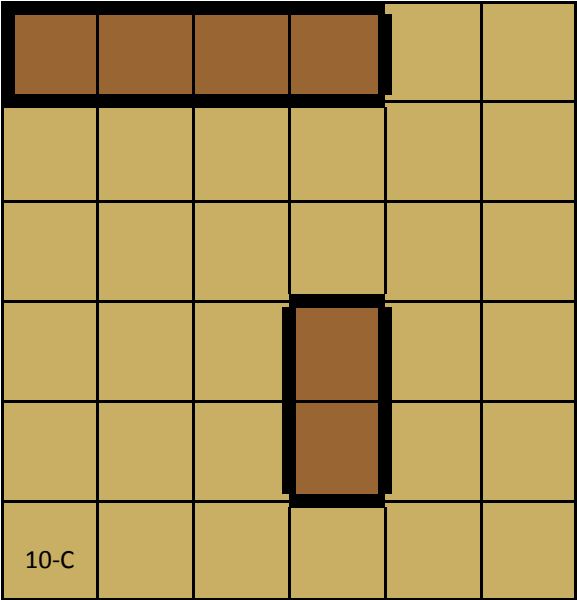
10-A	10-B
10-C	10-D



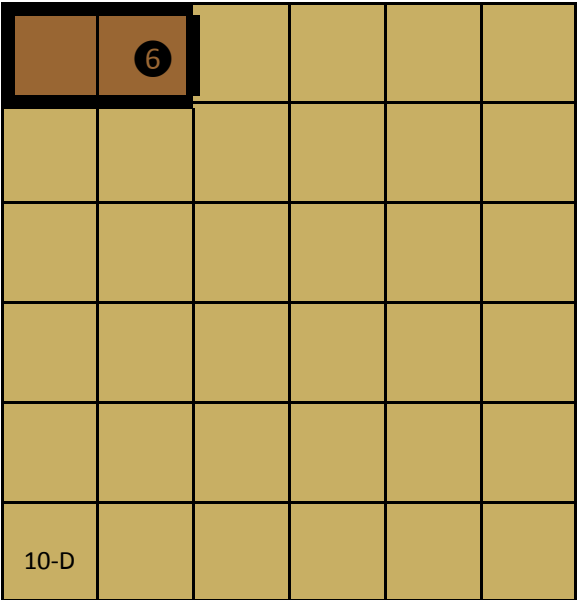
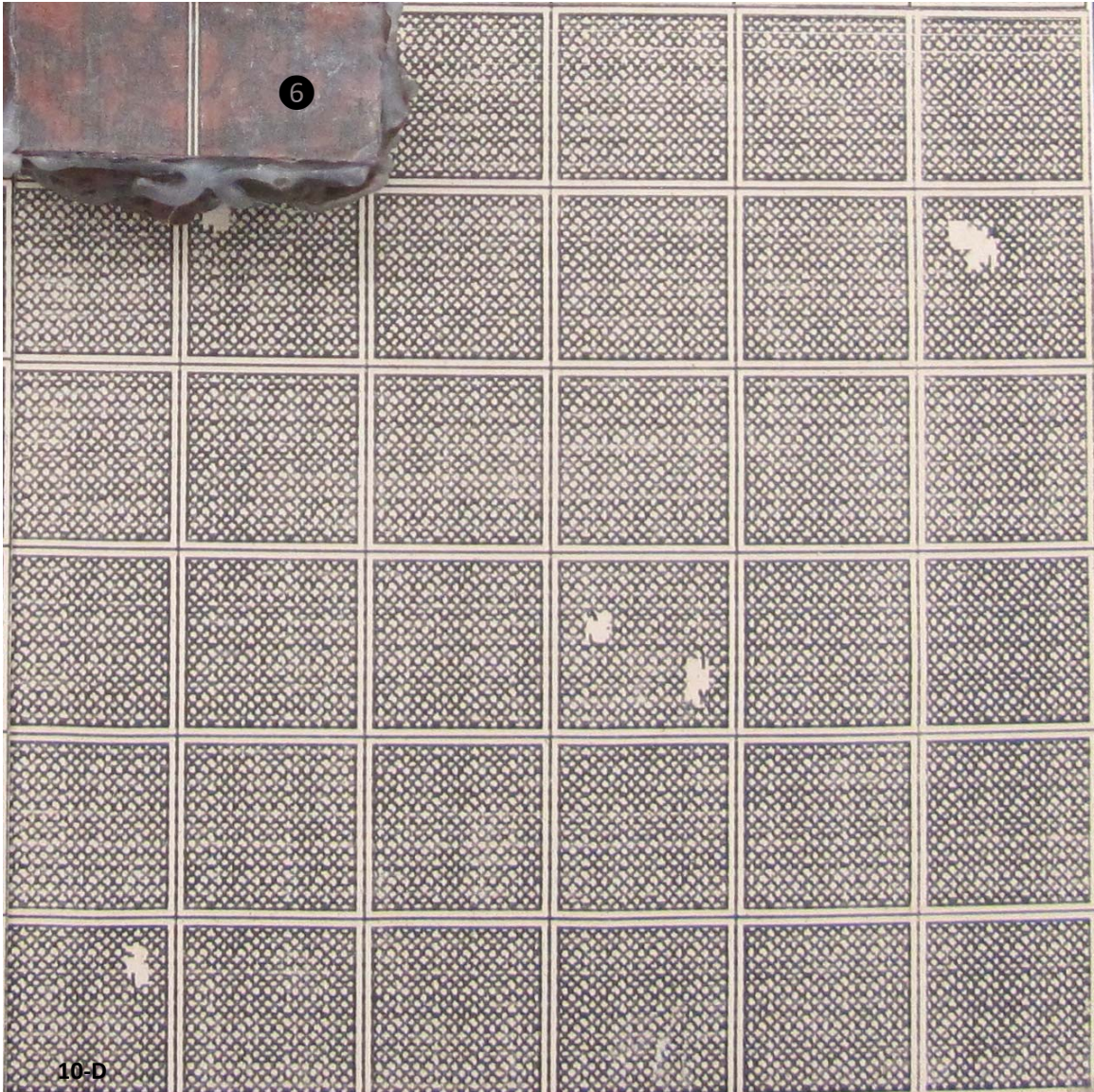
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 10-C



10-A	10-B
10-C	10-D

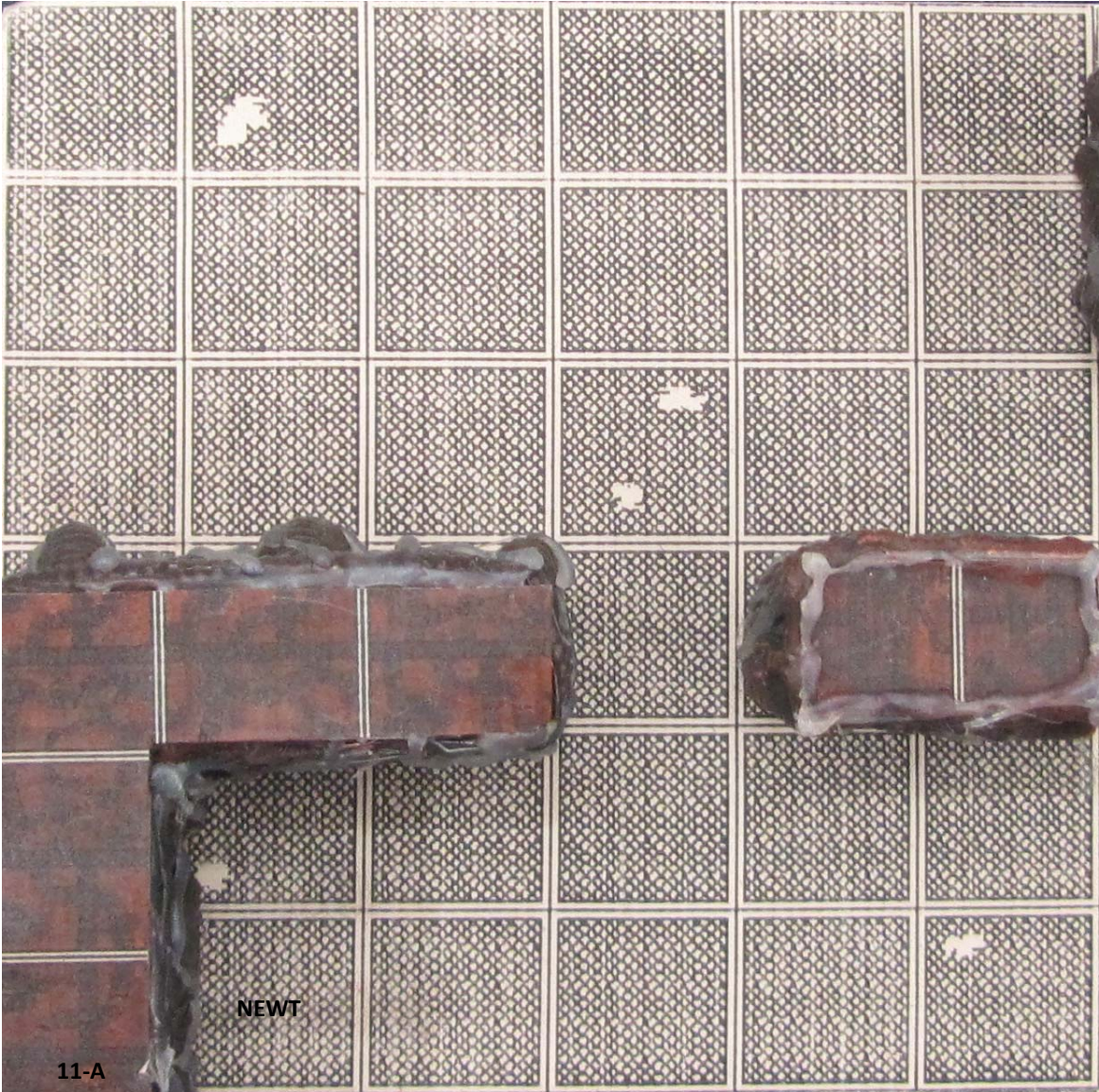


ALIENS: COLONIAL MARINES GAME BOARD SECTION 10-D

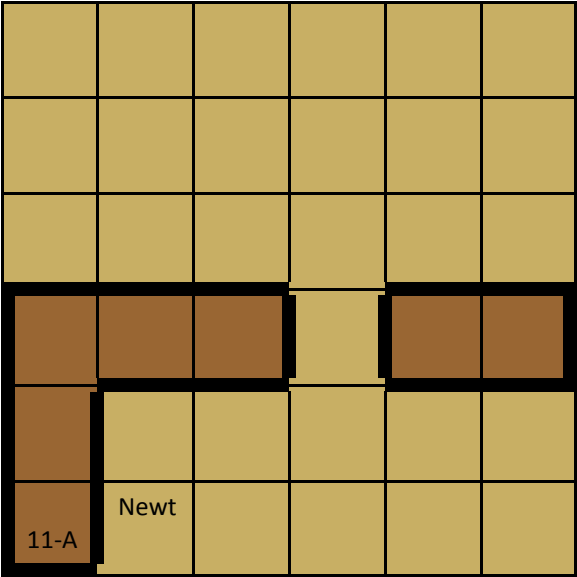


10-A	10-B
10-C	10-D

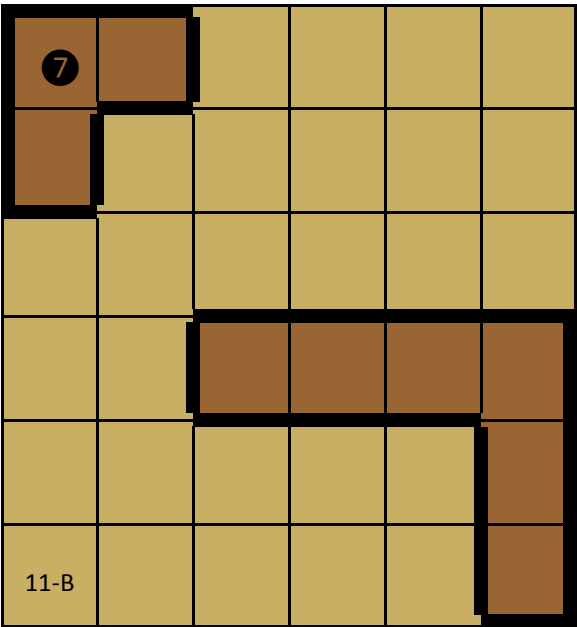
ALIENS: COLONIAL MARINES
GAME BOARD SECTION 11-A



11-A	11-B
11-C	11-D

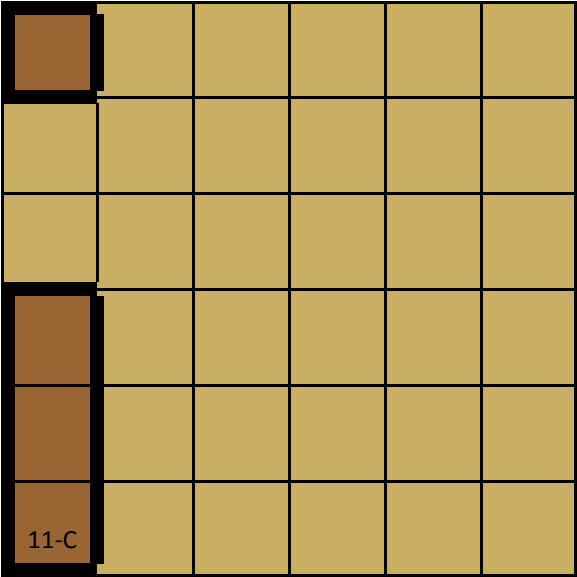
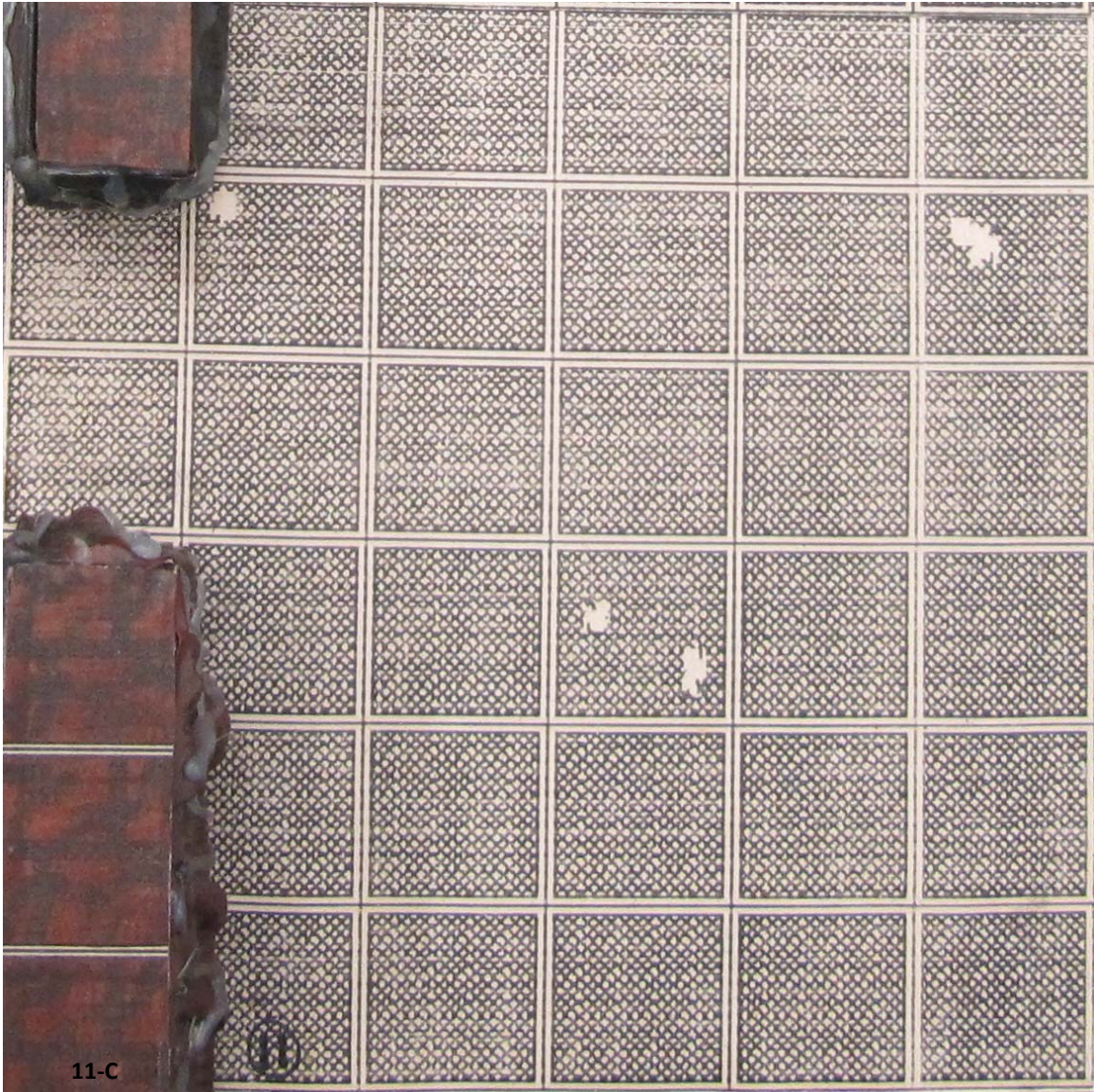


ALIENS: COLONIAL MARINES
GAME BOARD SECTION 11-B



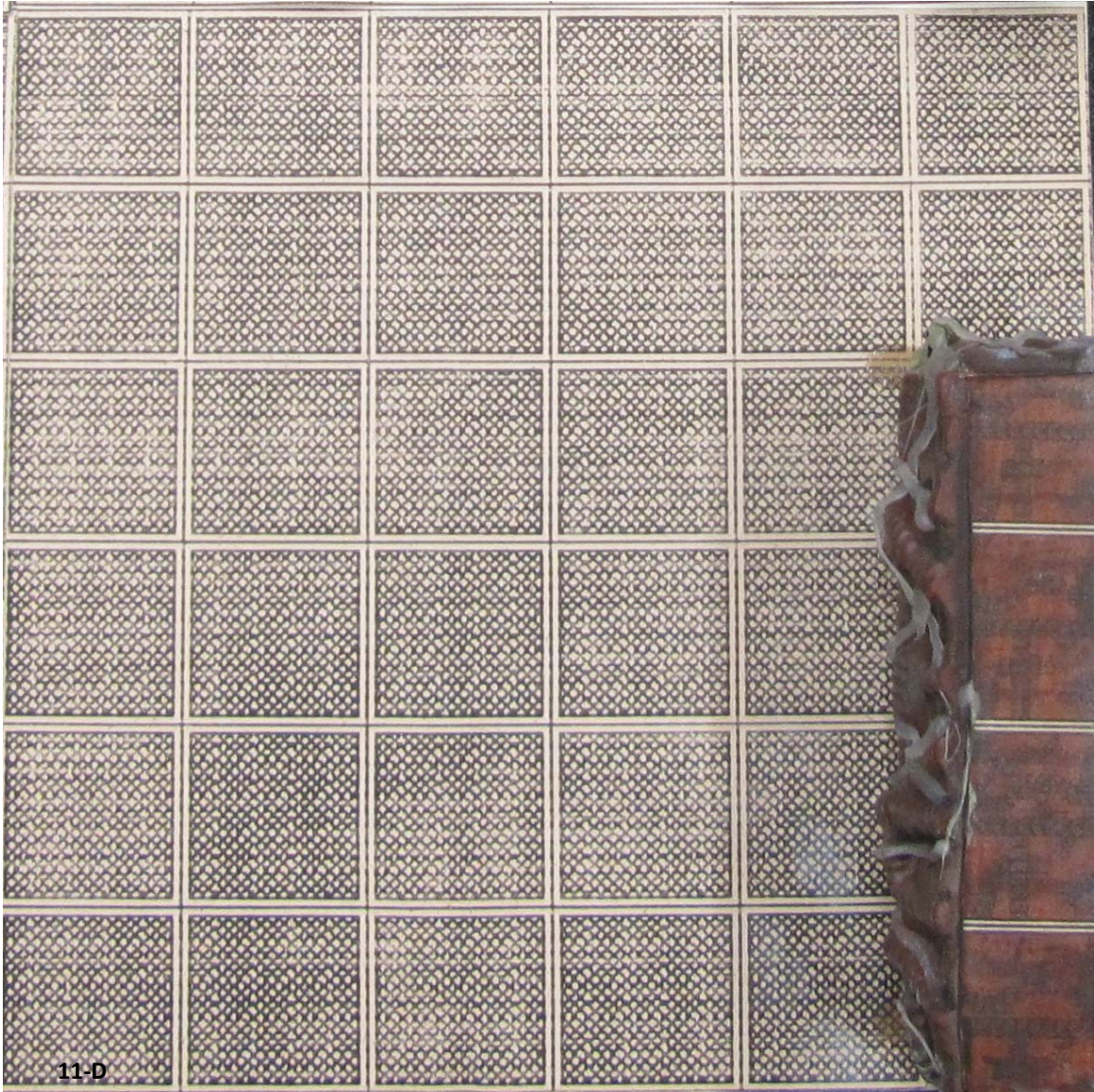
11-A	11-B
11-C	11-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 11-C

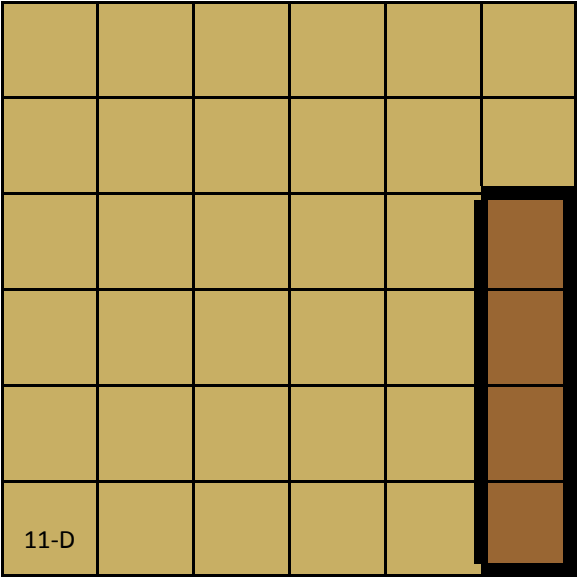


11-A	11-B
11-C	11-D

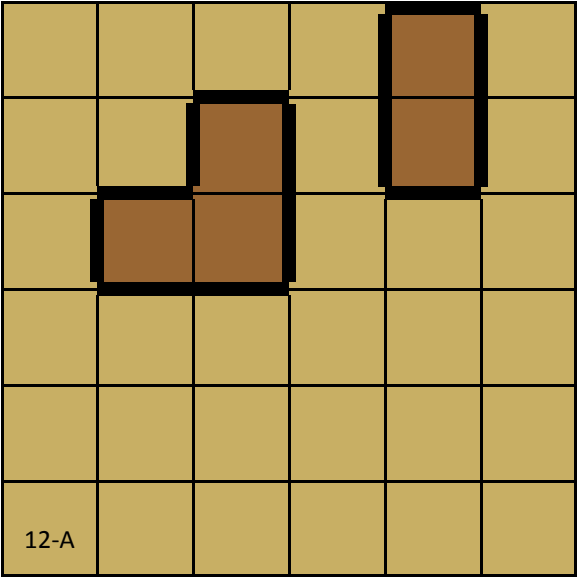
**ALIENS: COLONIAL MARINES
GAME BOARD SECTION 11-D**



11-A	11-B
11-C	11-D

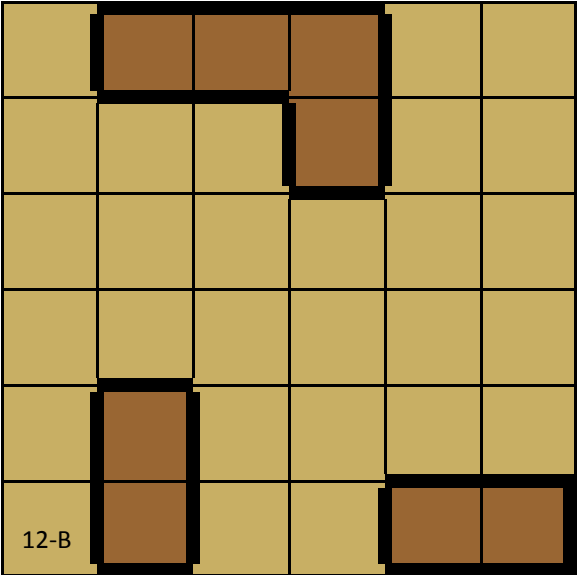


ALIENS: COLONIAL MARINES
GAME BOARD SECTION 12-A



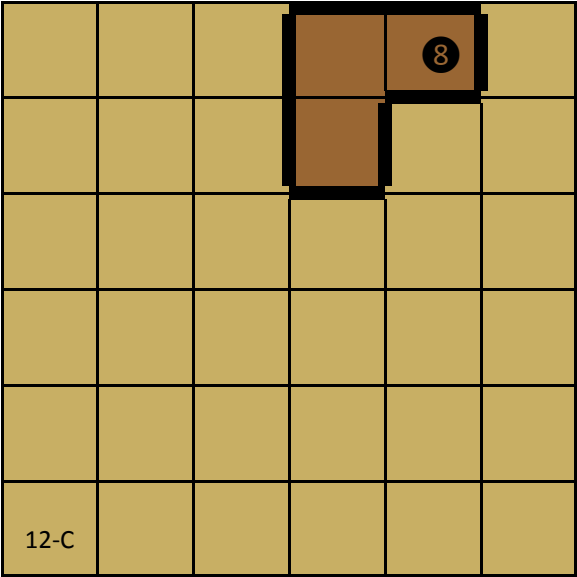
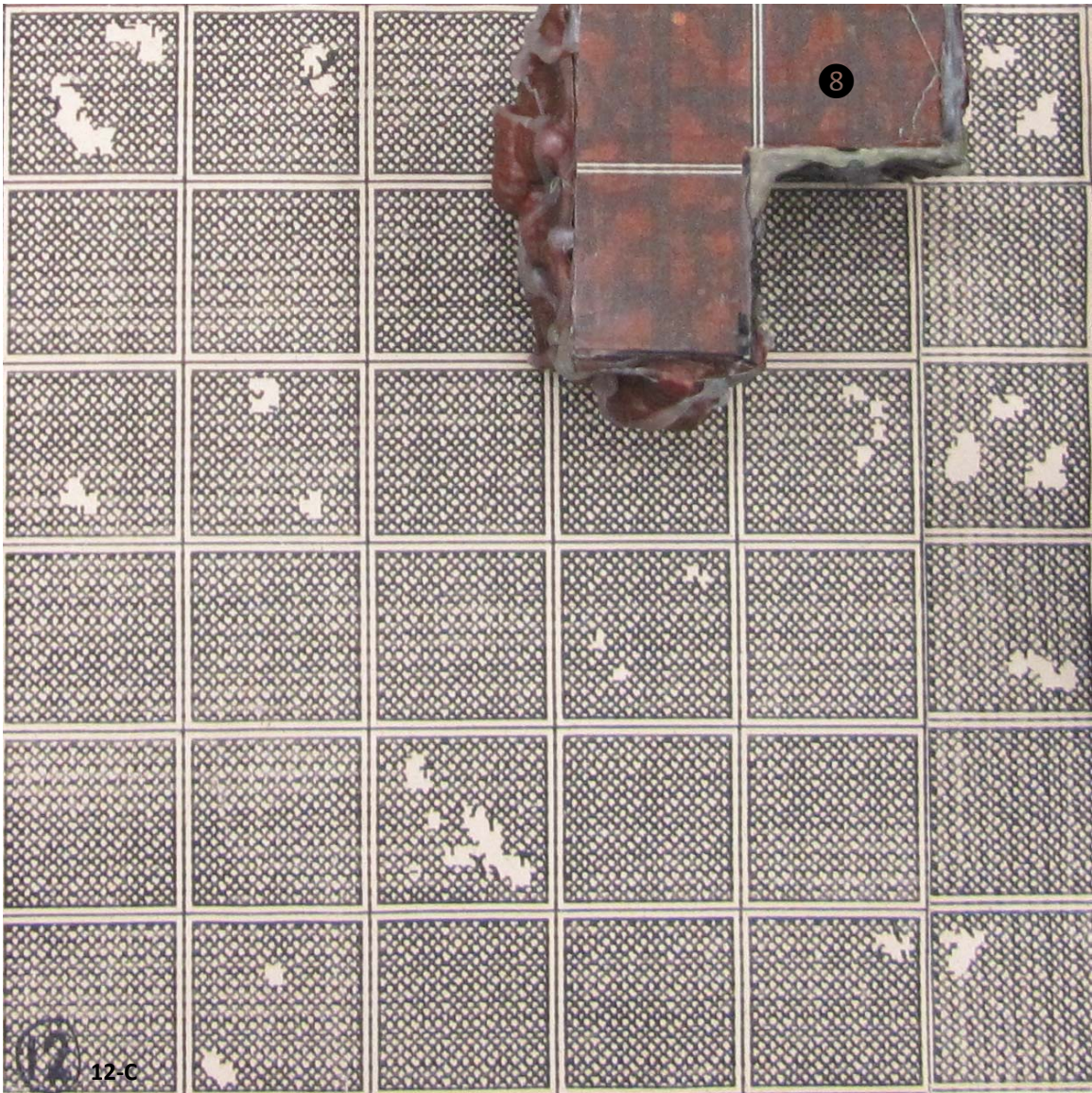
12-A	12-B
12-C	12-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 12-B



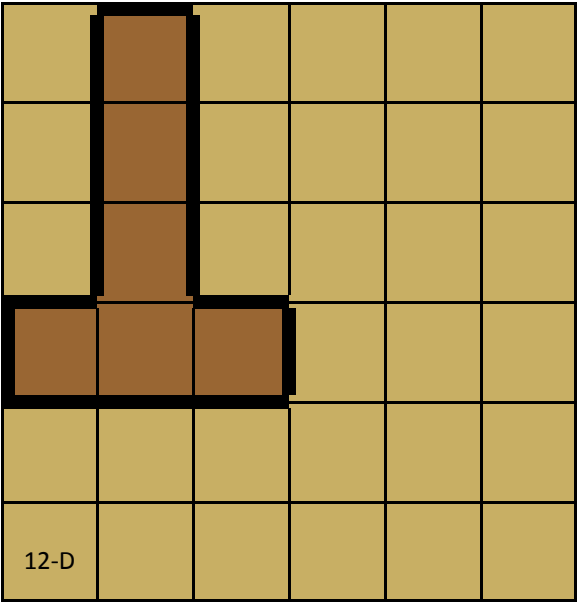
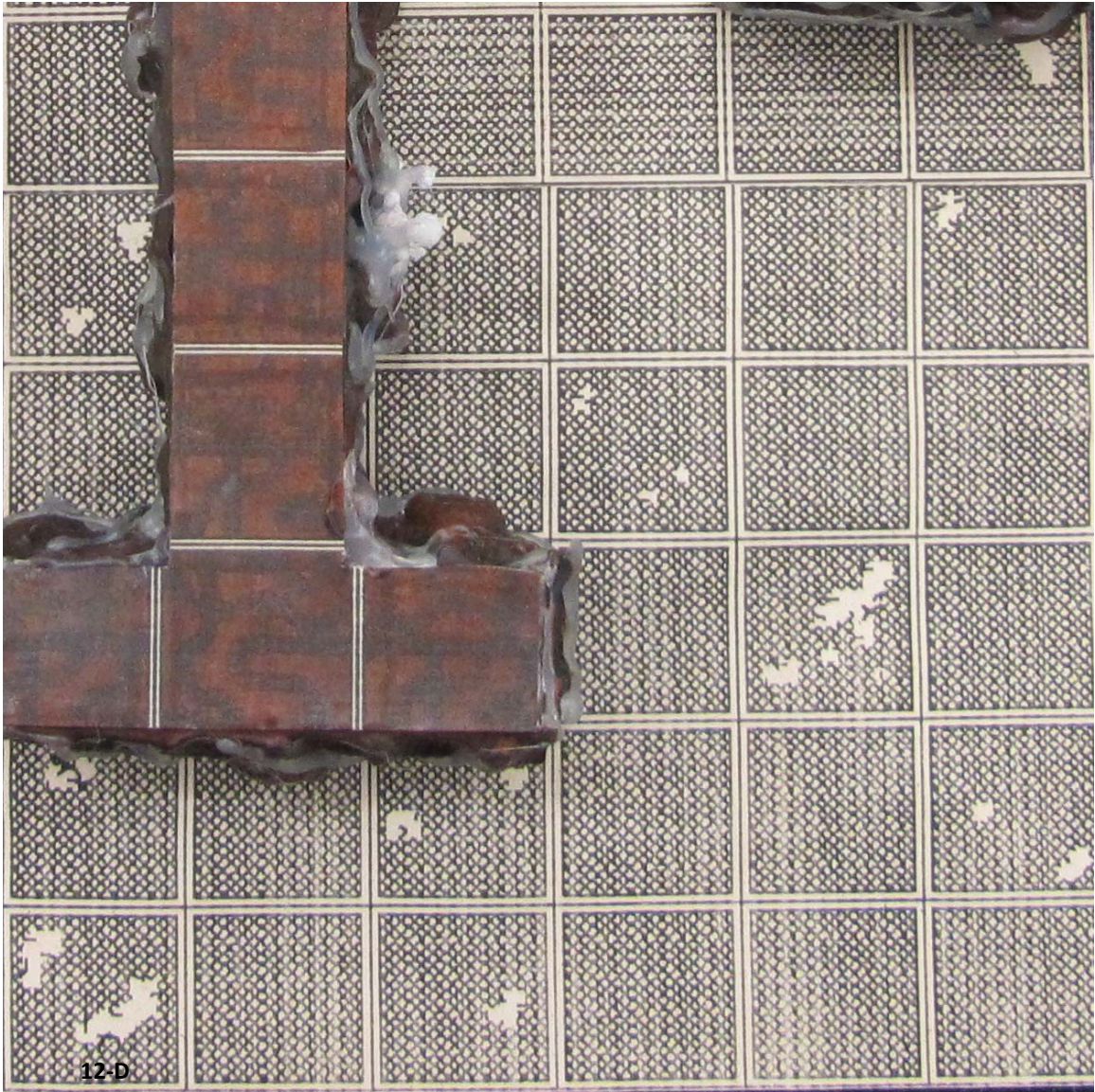
12-A	12-B
12-C	12-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 12-C



12-A	12-B
12-C	12-D

ALIENS: COLONIAL MARINES
GAME BOARD SECTION 12-D

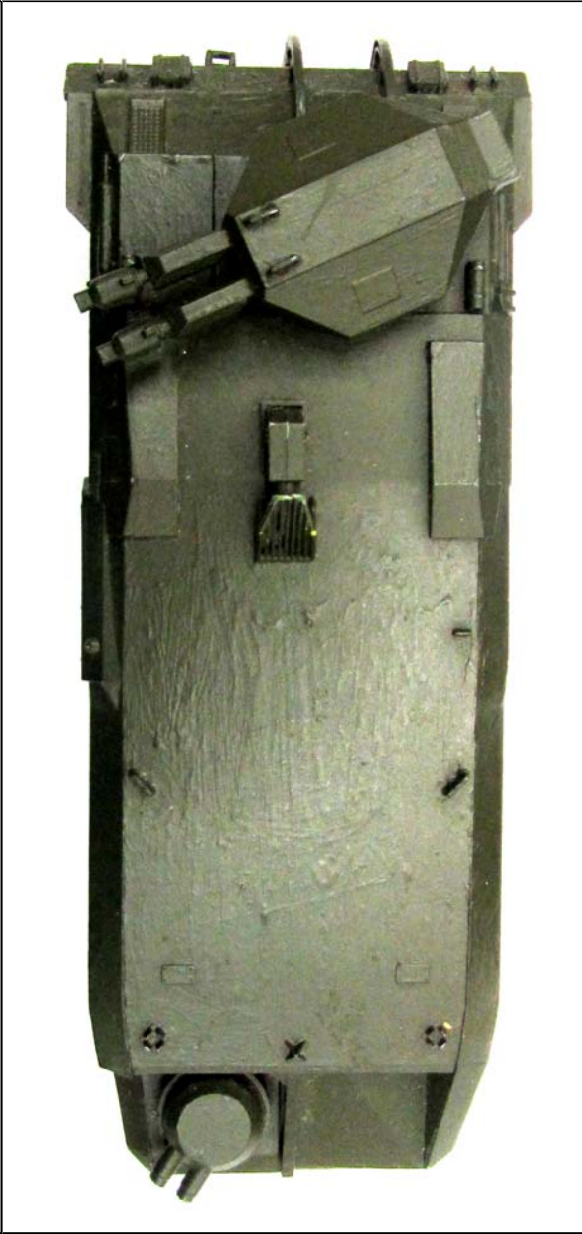
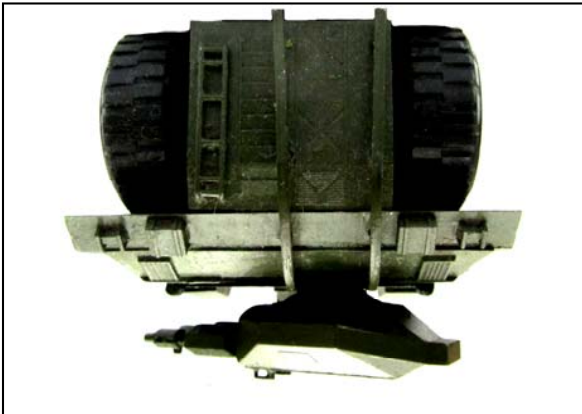


12-A	12-B
12-C	12-D












**ARMORED
PERSONNEL
CARRIER
(APC)**





COLONIAL MARINES MINIATURES





























Miniatures with a double asterisk (**) are used in the standard scenario; Miniatures with a double asterisk and also those with a single asterisk (*) are used in the *Meet the Doctor* scenario; Others are used at will.

**	**	**	**	**	**	**	
							
							
APONE	HICKS	DIETRICH	VASQUEZ	DRAKE	FROST	WIERZBOWSKI	
**	**					*	
							
							
CROWE	HUDSON	GORMAN	FERRO	SPUNKMEYER	BISHOP	BURKE	RIPLEY



COLONIAL MARINES AND ALIENS MINIATURES

Miniatures with a double asterisk (**) are used in the standard scenario; Miniatures with a double asterisk and also those with a single asterisk (*) are used in the *Meet the Doctor* scenario; Others are used at will.

*	*	*		**	**	**	**
							
							
			JONES THE CAT	FACEHUGGER	FACEHUGGER	FACEHUGGER	FACEHUGGER
			**		**		
NEWT	THE DOCTOR	MARTHA					
**	**	**	**				
				POWER LOADER 1		POWER LOADER 2	
							
ALIEN	ALIEN	ALIEN	ALIEN				



ALIENS MINIATURES

Miniatures with a double asterisk (**) are used in the standard scenario; Miniatures with a double asterisk and also those with a single asterisk (*) are used in the *Meet the Doctor* scenario; Others are used at will.

**	**	**	**	**	**	**
ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN
**	**	**	**	**	**	**
ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN























































ALIENS MINIATURES

Miniatures with a double asterisk (**) are used in the standard scenario; Miniatures with a double asterisk and also those with a single asterisk (*) are used in the *Meet the Doctor* scenario; Others are used at will.

**	**	**	**	**	**	**
ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN
**	**	**	**	**	**	**
ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN	ALIEN

















Alien eggs are put on the corners where squares meet; Closed Eggs are mostly placed in the Queen’s chamber with a few placed around the board. Open ones are placed around the hive.

**		**		**		**		**		**		**		**	
															
CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG	
**		**		**		**		**		**		**		**	
															
															
CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG		CLOSED EGG	
**		**		**		**		**		**		**		**	
															
															
OPEN EGG		OPEN EGG		OPEN EGG		OPEN EGG		OPEN EGG		OPEN EGG		OPEN EGG		OPEN EGG	
**			OPEN EGG	**			OPEN EGG	**			OPEN EGG				
**			OPEN EGG	**			OPEN EGG	**			OPEN EGG				



ALIENS GRABBING MARINES MINIATURES

Use the Alien with Grabbed Marine miniatures when a marine gets grabbed by an Alien. Replace the marine (and Alien) on the board with this miniature set (until the Alien has taken away the Marine on the next turn, or the marine is freed).

**	**	**	**
			
			
ALIEN WITH GRABBED MARINE	ALIEN WITH GRABBED MARINE	ALIEN WITH GRABBED MARINE	ALIEN WITH GRABBED MARINE
**	**	**	**
			
			
ALIEN WITH GRABBED MARINE	ALIEN WITH GRABBED MARINE	ALIEN WITH GRABBED MARINE	ALIEN WITH GRABBED MARINE

**



REMOTE
SENTRY GUN



REMOTE
SENTRY GUN

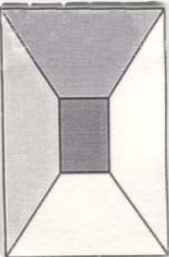
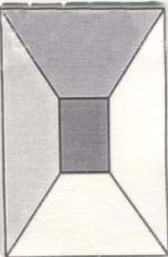
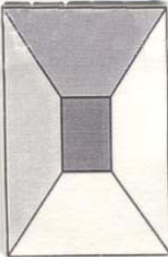
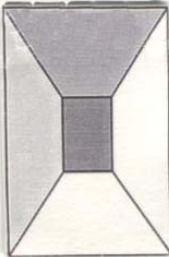
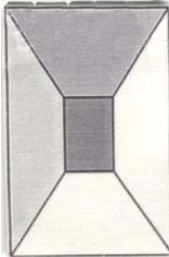
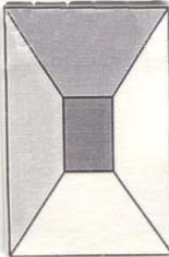
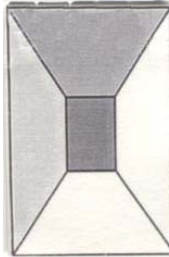
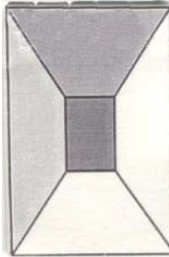
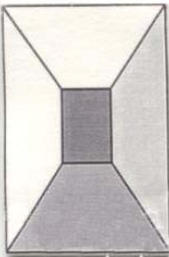
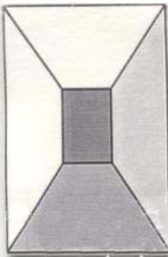
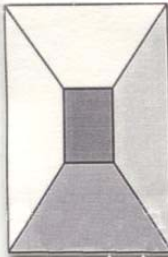
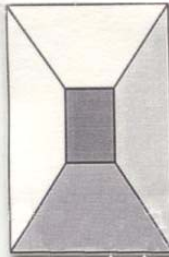
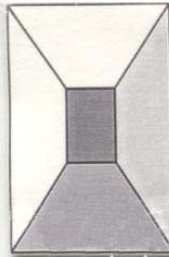
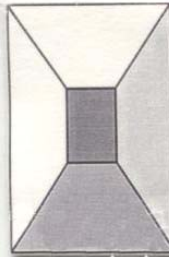
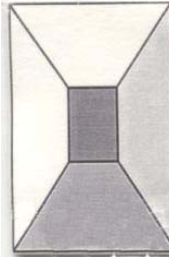
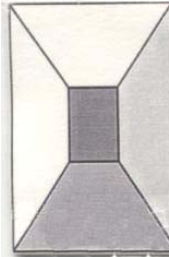
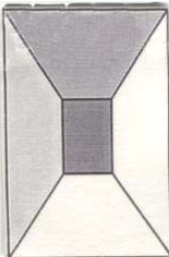
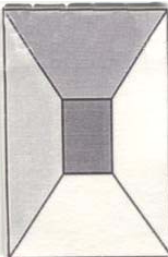
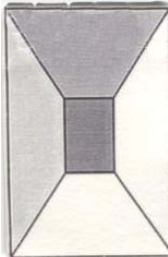
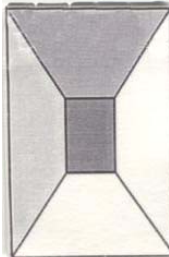
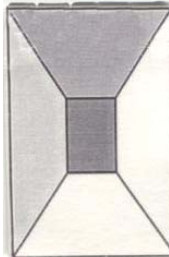
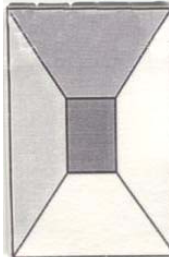


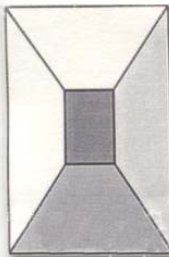
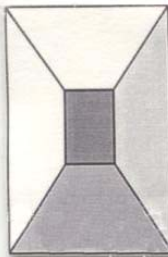
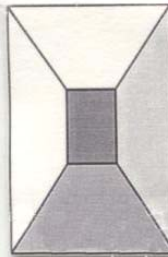
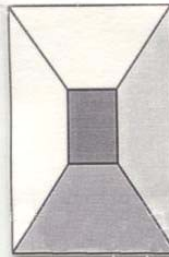
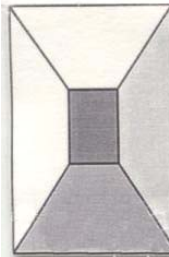
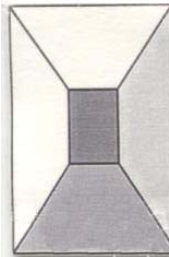
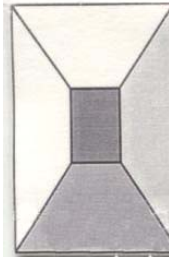
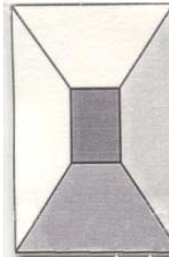


ALIEN QUEEN



DOOR MINIATURES

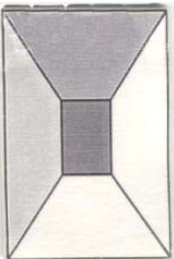
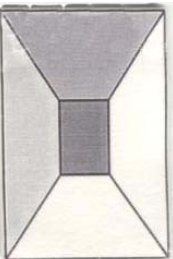
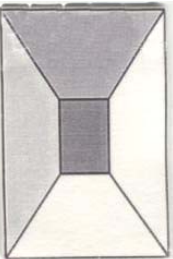
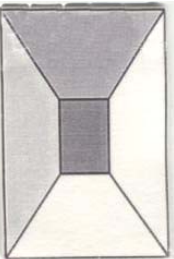












For placement at doorways in the Complex sections (Boards 1-6). Welded doors if door gets welded.

**	**	**	**	**	**	**	**
							
							
DOOR	DOOR	DOOR	DOOR	DOOR	DOOR	DOOR	DOOR
**	**	**	**	**	**	**	**
							
							
DOOR	DOOR	DOOR	DOOR	DOOR	DOOR	DOOR	DOOR



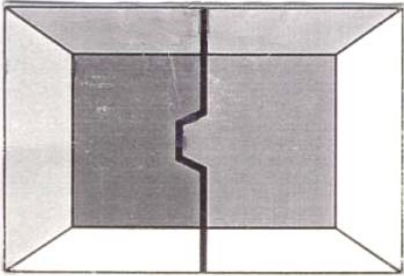
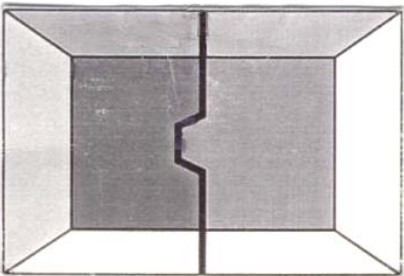
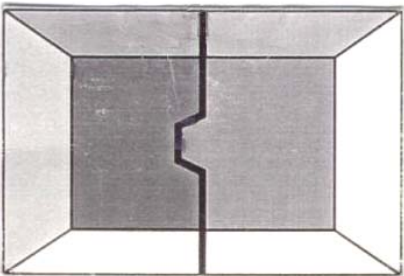
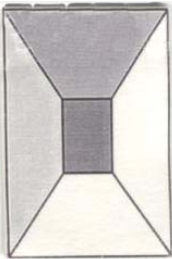
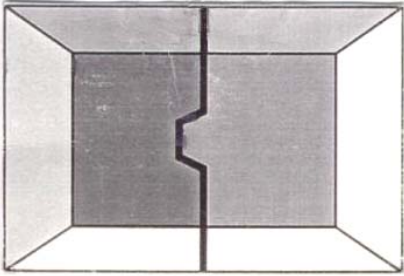
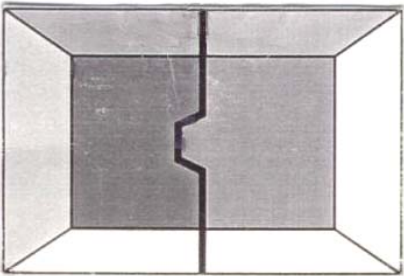
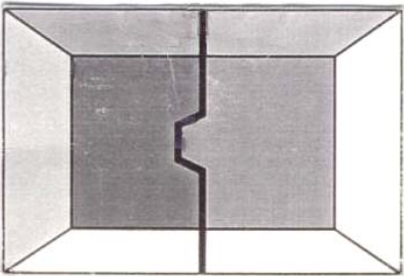
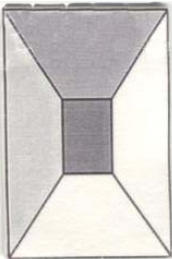
DOOR MINIATURES

For placement at doorways in the Complex sections (Boards 1-6). Welded doors if door gets welded.

**	**	**	**	**	**	**	**
							
DOOR	DOOR	DOOR	DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR
**	**	**	**	**	**	**	**
							
WELDED DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR	WELDED DOOR

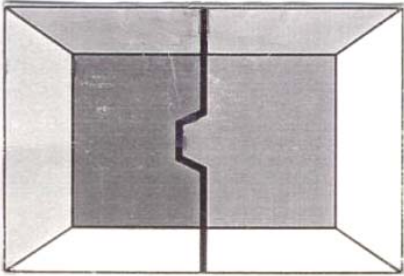
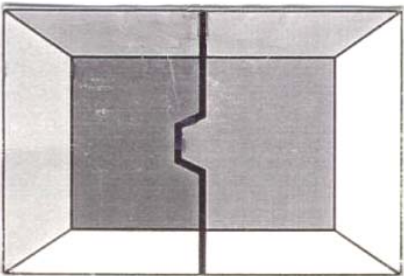
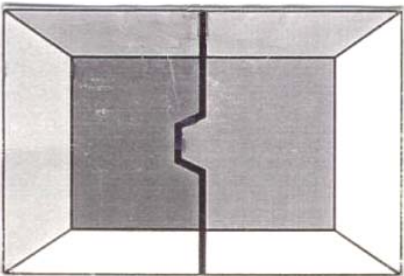
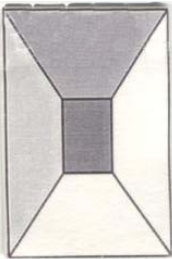
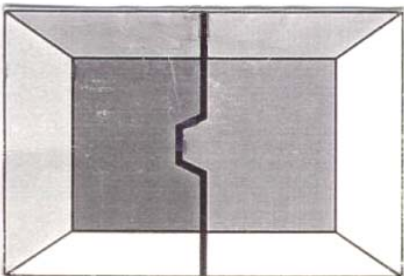
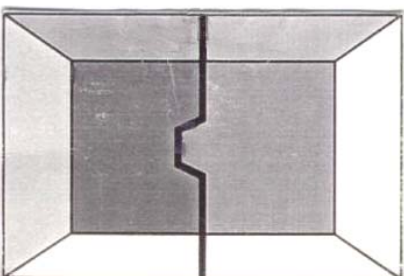
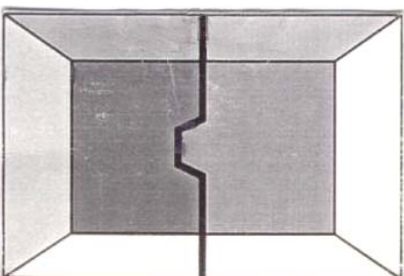
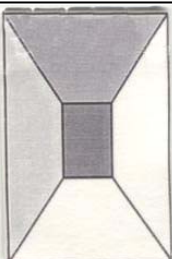
DOOR MINIATURES

For placement at doorways in the Complex sections (Boards 1-6). Welded doors if door gets welded.

**	**	**	**
			
DOUBLE DOOR	DOUBLE DOOR	DOUBLE DOOR	DOOR
**	**	**	**
			
DOUBLE DOOR	DOUBLE DOOR	DOUBLE DOOR	DOOR

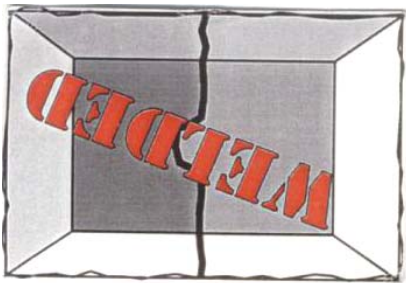
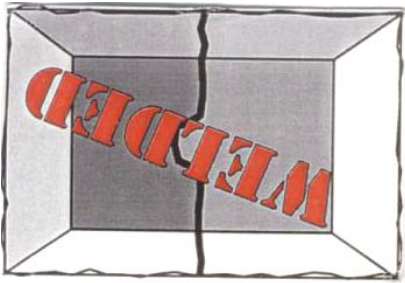
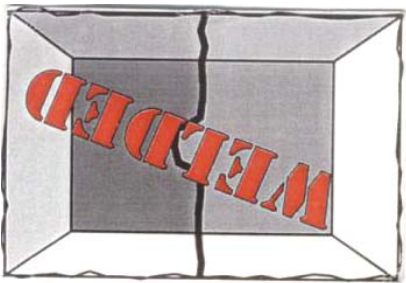

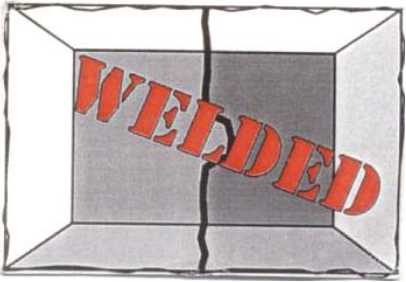
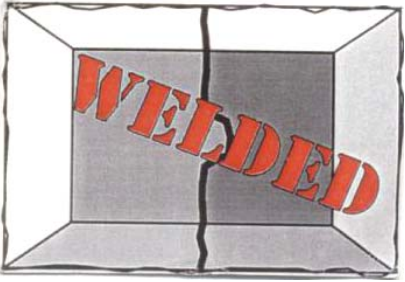
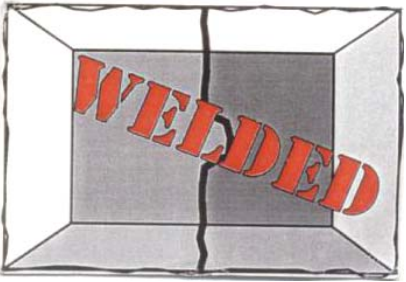

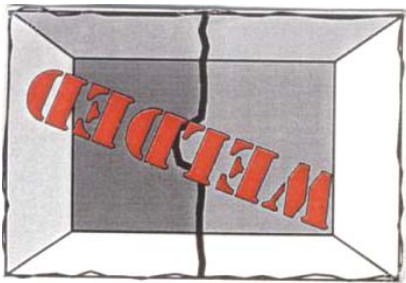
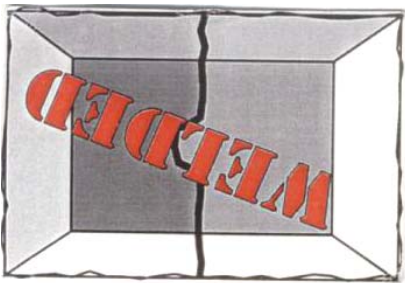
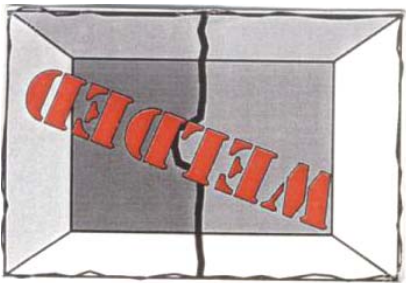

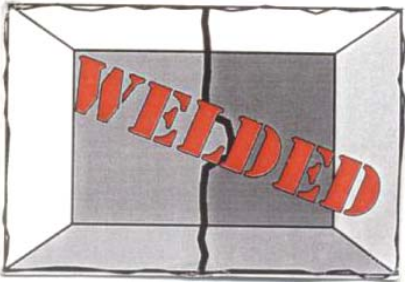
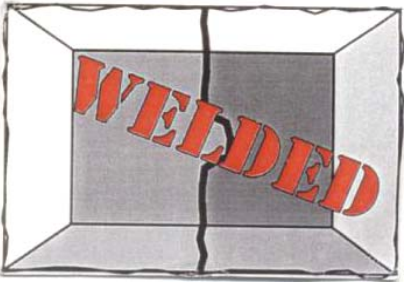
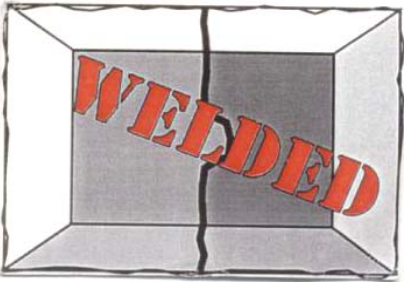

DOOR MINIATURES

For placement at doorways in the Complex sections (Boards 1-6). Welded doors if door gets welded.

**	**	**	**
			
DOUBLE DOOR	DOUBLE DOOR	DOUBLE DOOR	DOOR
**	**	**	**
			
DOUBLE DOOR	DOUBLE DOOR	DOUBLE DOOR	DOOR

DOOR MINIATURES

For placement at doorways in the Complex sections (Boards 1-6). Welded doors if door gets welded.

**	**	**	**
			
			
WELDED DOUBLE DOOR	WELDED DOUBLE DOOR	WELDED DOUBLE DOOR	WELDED DOOR
**	**	**	**
			
			
WELDED DOUBLE DOOR	WELDED DOUBLE DOOR	WELDED DOUBLE DOOR	WELDED DOOR

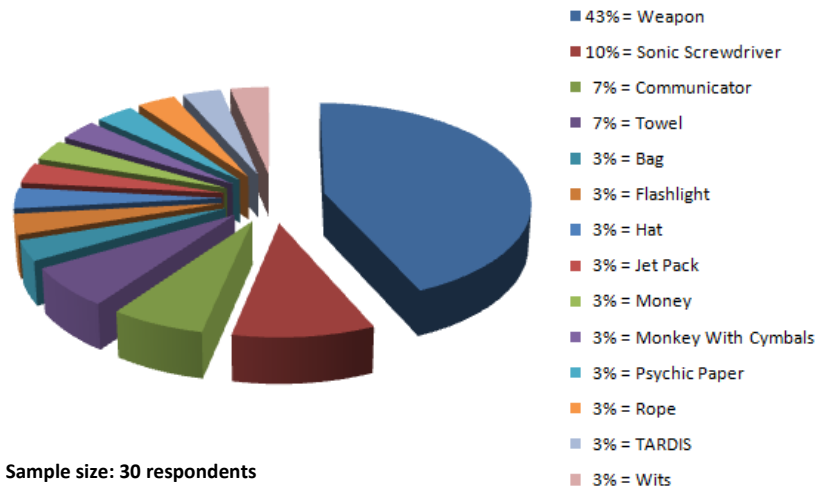
GAMER POLL: BEST PIECE OF EQUIPMENT

We put the question to our readers “What is the single best piece of equipment a player character can carry?” and here are the results of that poll. The overwhelming winner here was a weapon. Answers ranged from “sonic squareness blaster” to “lightsaber” to “a really big frigin’ laser gun”. Clearly the action elements and need for self-protection in most RPGs affects this decision. Not surprisingly, in second place came the sonic screwdriver, the multi-tool of choice in the *Doctor Who* setting. Tying for third place was either a communicator or a towel (with *Hitchhiker's Guide to the Galaxy* still proving to be a positive influence). Ten other items rounded out the field gaining a vote each as the best piece of equipment that a player character can have with them on an adventure. Some are obvious choices depending on the player: bag, flashlight, hat, money, rope. Each of those is important depending on the situation, and a good adventurer should not be without them. But we really laughed when we saw other choices as well. One respondent put “Monkey with Cymbals” and when pressed for a reason said, “its great for distractions and gifts”. Another person answered “a TARDIS” which we guess would be the most useful and generally serve as a bag of holding for all other items needed. And with a chameleon circuit one might be able to make it portable enough to carry along on an adventure. Our favorite response was “one’s wits” and for that we could not agree more. Bringing a clever mind along on an adventure guarantees fun, excitement and survivability above all else on the list.



Sample size: 30 respondents

Best Piece of Equipment



DDW DW RPG

DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES



**NEXT ISSUE:
"VILLAINS ISSUE"**

**MORE ADVENTURE MODULES
NEW FASA VILLAIN STATS - CREATING GOOD VILLAINS
and More....**

Send your contributions, articles, comments and correspondence to:
seidler@msoe.edu